Subject: Re: an interesting C++ compiler (supports C++0x)
Posted by mr_ped on Thu, 24 Jan 2008 11:07:04 GMT

They are attracting mostly games developers, as their powerful optimizer can help a lot with things like 3D calculations/etc.
It has been already used in commercial products for several years, so the tools itself is quite mature, although I think most of the developers using Codeplay's vectorc have also MSCC ready to rescue whenever some piece of source has problems and it is not performance-wise interesting.

I don't think there are many people using it because of C++0x support, the performance of resulting code is *the* reason why people use this compiler.