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Subject: Re: Raster Control

Posted by [mr\\_ped](#) on Tue, 01 Apr 2008 19:57:24 GMT

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Not only it is divided into C/ASM, but both code paths are different.

The ASM version works purely with integers, while the C version with (double) will lead to decimal division at least, if not multiply (I'm not that big C guru to fully understand how that casting to double will propagate to the rest of calculations).

To get maybe identical version in C you may try:

```
return ((x * y) / z);
```

I'm not sure it will compile absolutely identically, but I think the chances are very good... feel free to compile into ASM firstly and check the result of GCC ASM (-S command line switch?).

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