
Subject: Re: "better" version of Iscale functions
Posted by [mirek](#) on Wed, 02 Apr 2008 13:11:16 GMT
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mdelfede wrote on Tue, 01 April 2008 17:10

BTW, we could completely drop the assembly code, as-is it's not portable between compilers with greater integer width.

Yes, but int64 does not come cheap on non-64 architecture. Maybe even that FP computation could be faster. Of course, as long as FP is performed by HW. For ARM this new iscale can be good.

Quote:

My version is also *not* portable on compilers with 64 bit wide integers, but can be made ok just changing function prototype :

```
int32_t iscale(int32_t x, int32_t y, int32_t z)
```

Leaving so to the compiler the integer width check and warnings.

IMO, that really is not that bug trouble, as any serious portable code should work with 32-bit int.

Mirek
