
Subject: Re: "better" version of Iscale functions
Posted by [mdelfede](#) on Thu, 10 Apr 2008 13:07:51 GMT
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luzr wrote on Thu, 10 April 2008 02:44Now, this is an argument

Applied. (I have deleted float version altogether - either it is MSC on Win32 which is unable to do it right using int64, or it is GCC or MSC on ARM and ARM does not have FP).

Mirek

Well, even if usually MSC optimizes better than GCC, that's not always true
BTW, I'm surprised on how bad does it MSC, having hardware instruction on x86 processors for 32x32->64 bit multiply (signed AND unsigned) and 64/32->32 bit divide. Maybe they're still anchored to good old 8088 assembly code...

Max
