
Subject: Re: "better" version of Iscale functions
Posted by [mdelfede](#) on Fri, 11 Apr 2008 07:26:43 GMT
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luzr wrote on Thu, 10 April 2008 18:01mdelfede wrote on Thu, 10 April 2008 09:07luzr 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

Actually, this is no longer true. I am not sure when it happened (IMO sometime around 4.1 version , but current GCC produces faster code on average.

Well, I think that when they "killed" the only true competitor in c++ compilers (Borland) they've lost interest on improving their compiler...

Quote:

I guess they just do not detect that it is 32x32... and just use normal 64x64 routine.

Indeed. But that's a really bad optimizer if it can't detect it.

Max
