
Subject: Re: mingw?

Posted by [koldo](#) on Sun, 21 Jun 2009 13:35:55 GMT

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Hello Speed Ghost

It seems that there is something else ...

I have done more tests with changed Bombs example with SSE2 matrix code at the beginning, all with MinGW, SPEED and rebuilding it all every time:

Main Pack.	Conf.	Compiler Opt	Test time	Problems?
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- GUI SSE2	No option	2.3 sec	Crash
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- GUI	-msse2	2.4 sec	Ok
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- GUI SSE2	-msse2	2.3 sec	Crash
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- GUI	-msse2 -mfpmath=sse	2.3 sec	Ok
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- GUI SSE2	-msse2 -mfpmath=sse	2.3 sec	Crash
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The crash was always using the menus and not in the initial matrix code.

Then I have recompiled Thelde changing this:

```
if(HasFlag("SSE2"))
```

```
    cc << " -msse2"; // -mfpmath=sse";
```

and:

Main Pack.	Conf.	Compiler Opt	Test time	Problems?
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- GUI SSE2	No option	2.4 sec	Crash
------------	-----------	---------	-------

and I have recompiled again with:

```
if(HasFlag("SSE2"))
```

```
    cc << " "; // -msse2"; // -mfpmath=sse";
```

and:

Main Pack.	Conf.	Compiler Opt	Test time	Problems?
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- GUI SSE2	No option	9.5 sec	Ok
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Conclusion:

There is a problem in some Upp GUI library that uses SSE2 caused by MinGW TDM 4.4.0 or by Upp

I have done the tests in Linux and there have been no crash.

Best regards

Koldo
