
Subject: Re: Porting U++ to Blackfin DSP
Posted by [kohait00](#) on Wed, 16 Dec 2009 14:10:09 GMT
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thanks, mirek.

i think i was misleading in my post..

1) was, how intensively does the graphics computation rely on float/double computation? would it be easy to rework the containing parts to fixpoint, like many other GUI libs have it?

2) the goal for the UPP HEAP is, to allocate *once* a huge chunk, say 64 MB, in the upp application, and after its done, it releases the complete chunk, thus the memory does get fragmented only *inside* the upp application..

3) do you know of an easy way of emulating a TLS variable? in UPPHEAP we need it also, for the

```
thread__ Heap heap = {  
  { DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI, DI }  
};
```

in sheap.cp (what is it for btw. ?)

in Random and Mt.cpp we could circumvent the use of thread__, but here...i doubt. so why do you need TLS here..

tanks
