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Subject: Re: Some new functions

Posted by [Didier](#) on Sat, 20 Nov 2010 16:22:05 GMT

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Hi Koldo,

I think the Odd() function would be faster this way (although the compiler might already optimize it this way):

```
inline bool Odd(int val) {return (val & 0x1);}
```

Not a big optimization, rather a very tiny one. But with drops you can fill the sea

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