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Subject: Re: Thelde new look

Posted by [mirek](#) on Wed, 19 Jan 2011 09:36:36 GMT

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281264 wrote on Wed, 19 January 2011 04:23Hi chaps,

As an external observer I must say: Excellent work this.

Regarding OpenCL it is no necessary to have special files; so your write the code in OpenCL and used it in some easy examples and works fine with U++ (the same arrangement is used with OpenGL Shading Language).

Ah, you perhaps misunderstand what I propose, which is nothing quite complicated.

The only problem I am trying to solve is how to have these files in package (to keep U++ modularity concept) and in the same time accessible with release version of application, without too much hassle.

IMO, means that in most cases simple copy to output directory would be enough (.exe can easily read it from there).