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Subject: Re: Thelde new look

Posted by [mirek](#) on Wed, 19 Jan 2011 09:37:49 GMT

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281264 wrote on Wed, 19 January 2011 04:23

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).

BTW, if you have something like package using OpenCL and are willing to share, I would like to see it...

Mirek

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