Subject: Re: SSE2(/AVX) and alignment issues
Posted by tojocky on Sun, 30 Jan 2011 21:03:35 GMT

mirek wrote on Sun, 30 January 2011 19:24

```
struct Foo {
   int bar;
   Y y;
};
```

and we are back where we were...

Anyway, deeper research has revealed that all this is somewhat obsolete. Where I am heading now is larger vectors of values that are fully encapsulated in some object (which can keep proper alignment) and using the most advanced ISA available...

You are right. But ObjectData *p = new ObjectData; and delete (ObjectData*)p; remain. Or I'm wrong?