
Subject: Re: AngelScript - AngelCode Scripting Library

Posted by [koldo](#) on Sat, 19 Nov 2011 00:35:57 GMT

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Hello Sender and Mirek

I have added Tcc code and the results are:

TIMING Tcc (fully interpreted, included compiling): 23.00 ms - 23.00 ms (23.00 ms / 1), min: 23.00 ms, max: 23.00 ms, nesting: 1 - 1

TIMING Tcc (interpreted): 20.00 ms - 20.00 ms (20.00 ms / 1), min: 20.00 ms, max: 20.00 ms, nesting: 1 - 1

TIMING AngelScript (fully interpreted): 169.00 ms - 169.00 ms (169.00 ms / 1), min: 169.00 ms, max: 169.00 ms, nesting: 1 - 1

TIMING AngelScript (interpreted): 485.00 ms - 485.00 ms (485.00 ms / 1), min: 485.00 ms, max: 485.00 ms, nesting: 1 - 1

TIMING Direct : 20.00 ms - 20.00 ms (20.00 ms / 1), min: 20.00 ms, max: 20.00 ms, nesting: 1 - 1

TIMING Compiled : 89.00 ms - 89.00 ms (89.00 ms / 1), min: 89.00 ms, max: 89.00 ms, nesting: 1 - 1

TIMING Interpreted : 2.20 s - 2.20 s (2.20 s / 1), min: 2.20 s , max: 2.20 s , nesting: 1 - 1

The code is:

```
try {
    Tcc tcc;
    tcc.Init();
    //tcc.AddIncludePath(includePath);
    //tcc.AddLibraryPath(libsPath);
    tcc.Compile(script);
    tcc.Link();
    double (*calculate)(double, double) = (double (*)(double, double))tcc.GetSymbol("calculate");

    RTIMING("Tcc (interpreted)");
    double sum = 0;
    for(x = 0; x < 1; x += 0.001)
        for(y = 0; y < 1; y += 0.001)
            sum += calculate(x, y);
    RDUMP(sum);
} catch(Exc err){
    Cout() << err;
}
try {
    RTIMING("Tcc (fully interpreted, included compiling)");
    Tcc tcc;
    tcc.Init();
    //tcc.AddIncludePath(includePath);
    //tcc.AddLibraryPath(libsPath);
    tcc.Compile(script2);
```

```
tcc.Link();  
double (*calculate)() = (double (*)())tcc.GetSymbol("calculate");  
  
double sum = calculate();  
RDUMP(sum);  
} catch(Exc err){  
    Cout() << err;  
}
```
