
Subject: Re: AngelScript - AngelCode Scripting Library
Posted by [Sender Ghost](#) on Sat, 19 Nov 2011 05:19:52 GMT
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Thanks Koldo, for testing.
The TCC results looks quite faster.

I didn't want to intersect various possibilities/disadvantages of TCC and AngelScript engines, but in result they are different: support for various processors, platforms (32/64 bits), possibility to do C++ object oriented programming (and bind them vise versa), etc.

The purpose of Mirek's "little experiment", as I understood, is to develop something new for U++, with comparable quality and speed.
There are many other script engines and even whole compilers with jit capabilities, like LLVM/Clang.

Edit: Updated link.
