unodgs wrote on Thu, 01 December 2011 08:38Quote:
Looking at it, it seems like there is something fishy about times... maybe something with TIMING is now broken? Or perhaps it does bot behave well now in linux?

Not only in linux. In Windows GetTickCount is used which resolution is in range 10 - 16 ms only.

That is actually OK, as long as the number of passes is big enough... (it statistically averages out, so with 10ms resolution you can successfully measure ns times - funny, is not it?