Subject: Re: What does SSE2 usage enhance?
Posted by crydev on Wed, 17 Apr 2013 08:54:28 GMT

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Thanks Mirek for your reply. Does that mean a SSE enabled version of functions as memcpy() can be used in U++? Or can I assume that by enabling SSE2 in the compiler flags automatically enables a SSE2 enabled version of memcpy? I think the Windows stock function is fairly slow.

p.s. My situation is copying blocks of 1~8 bytes very fast and very frequently in a loop. I have a chunk of memory which I loop though. Say my loop index currently is in the middle of my memory chunk, than it copies 4 bytes from the current index.