

---

Subject: Re: What does SSE2 usage enhance?

Posted by [mirek](#) on Wed, 17 Apr 2013 09:17:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

crydev wrote on Wed, 17 April 2013 04:54 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.

SSE2 flag is likely to have no impact on memcpy. If it is emitted as function call (not intrinsics), it is likely that the function is SSE2 optimized anyway. For intrinsics, SSE2 code is way too complicated.

The main difference is in code using FP arithmetics: without SSE2, it is using x87 FP stack, with SSE2 it is using XMM register file, which is potentially faster.

Mirek

---