
Subject: Re: Writing Bits object to disk

Posted by [mirek](#) on Sat, 29 Apr 2017 07:05:12 GMT

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[quote title=crydev wrote on Fri, 28 April 2017 19:04][quote title=mirek wrote on Thu, 27 April 2017 23:50]Problem with this Quote:

I understand that vectorized versions of the Bits::Set function are not portable and should not be in U++ for portability reasons,

That is not a problem at all. I just still cannot sort out how with Vector<bool> interface this can be faster.

My understanding is that setting Vector<bool> alone is only marginally faster than setting Bits. So setting Vector<bool> AND then setting this Vector<bool> to Bits can hardly be faster....