
Subject: Re: Writing Bits object to disk
Posted by [crydev](#) on Wed, 03 May 2017 07:00:49 GMT
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mirek wrote on Tue, 02 May 2017 23:55

I still think there is a glitch somewhere benchmarking this. Would it possible to post a whole package here?

Mirek

The testing application is on Bitbucket here (only runs on Windows):
<https://bitbucket.org/evolution536/cry-performance-test>

You still have to add the following functions to the Bits class:

```
void PipelineSet(int i, const dword bs);  
void VectorSet(int i, const unsigned char vec[16]);  
void VectorSetAVX2(int i, const unsigned char vec[32]);
```

crydev
