
Subject: Re: Simple way to develop 2D Game
Posted by [Novo](#) on Sun, 22 Sep 2019 13:54:37 GMT
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You can try to compile code with GCC and extra C++ options: -v -ftime-report -fmem-report
You should get detailed info on compiler memory and time usage.
Clang doesn't seem to support -fmem-report.
