

---

Subject: Re: Simple way to develop 2D Game  
Posted by [Novo](#) on Sun, 22 Sep 2019 13:54:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---