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Subject: Re: Rapsberry PI - cpu dilemma  
Posted by [Novo](#) on Sat, 09 May 2020 04:11:45 GMT  
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IMHO,

- 1) create CLANG method for armv7 and CLANG\_armv6 for backward compatibility (maximum performance)
  - 2) cross-compilation for Pi (nobody really wants to compile on Pi itself)
  - 3) optimize code for small platform the way game developers do that (no exceptions, no RTTI).
- There is plenty of other stuff which can be optimized.

Basically, game developers have been doing this for decades. Just follow their steps ... 8)

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