Subject: Re: BufferPainter::Clear() optimization
Posted by Tom1 on Fri, 22 May 2020 09:32:51 GMT

koldo wrote on Fri, 22 May 2020 11:29One question. To use these new features, is it necessary to set compiler flags, like /arch:AVX in Visual Studio?

Hi Koldo,

Here I do not need /arch:AVX or any other compiler flag added. It's just that include (#include <smmintrin.h> or #include <emmintrin.h>, which works for me, I think.

Best regards,

Tom

EDIT: Mirek was faster to respond! :)