
Subject: Re: 2020.1 officially released

Posted by [Novo](#) on Sat, 30 May 2020 04:31:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Another interesting observation, this time about timing with Clang on Windows.

----- GLDrawDemo (GUI MAIN CLANG SHARED BLITZ WIN32) (14 / 14)

main.cpp

plugin/tess2: 8 file(s) built in (0:00.90), 113 msec / file

GLCtrl: 3 file(s) built in (0:00.58), 194 msec / file

GLDrawDemo: 1 file(s) built in (0:00.79), 794 msec / file

GLDraw: 20 file(s) built in (0:01.22), 61 msec / file

plugin/glew: 1 file(s) built in (1:19.54), 79540 msec / file <--- !!!

----- ScatterDraw_Demo (MAIN CLANG DEBUG SHARED DEBUG_FULL BLITZ WIN32) (8 / 8)

ScatterDraw_Demo.cpp

ScatterDraw_Demo: 1 file(s) built in (0:02.22), 2225 msec / file

ScatterDraw: 8 file(s) built in (1:03.92), 7991 msec / file <--- !!!

Actually, I was using wine on Linux.
