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Subject: Re: 2020.1 officially released

Posted by [mirek](#) on Sat, 30 May 2020 06:55:24 GMT

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Novo wrote on Sat, 30 May 2020 06:31: 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.

Those numbers are real? I mean, is it a problem with clang, or problem with builder printing wrong number?

Mirek

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