Subject: Re: XForm3D library for U++
Posted by Oblivion on Sun, 27 Apr 2025 11:54:52 GMT
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Hello Didier,

Quote:As for vectorisation, you can use clang options that help you rely on auto vectorisation: compile messages are very useful to find out why a loop isn't vectorizef

Thank you, I'll certainly try your suggestion.

As for the library itself:

I've added a Box3_ template. It is an axis-aligned bounding box (AABB), though it can be used to render boxes too.
It has many useful and familiar methods (such as intersect/clamp/contains/inflate/deflate), all in familiar U++ fashion but for 3D. And has feature parity with the other components (Point3_/Point4_), such as serialization.
Also I added an extensive unit test for Box3_.

I am satisfied with the library's current condition, so aside from a couple of new functions or methods and bug fixes I consider this complete.
It is meant to be the foundation of higher level libraries or apps.

Best regards,
Oblivion