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Subject: : AmigaOS4

Topic: : Basilisk 1.0 beta testing

Re: Basilisk 1.0 beta testing

Author: : LiveForIt

Date: : 2013/10/15 16:18:18

URL:

@tlosm

Looks really nice, so you can play XTR that's nice.

Quote:

and if will be a AltiVec compiled version better more and more :P :P :P : P

I asked Freescale about it, they looked for me but they were unable to find any beginner guides, I have looked all over the net, all I find is some broken links to some Apple web pages, and some hyped documents about how AltiVec is the best, and some code that looks complex not beginner friendly. There are no good step by step guides, so in other words, AltiVec optimizing is not going to be something I do.

I guess someone is going to say now that but GCC support altiVec optimizing or something like that, yes but GCC is poor at guessing what it can be optimize, pluss if its compiled for altiVec you can't run it on other computers does not support it, we can however isolate AltiVec code in inline assembler.