

Subject: : AmigaOS4

Topic: : Basilisk 1.0 beta testing

Re: Basilisk 1.0 beta testing

Author: : LiveForIt

Date: : 2013/10/15 19:56:10

URL:

@tlosm

I believe it's about 4 operations that can be executed at the same time, whit altivec,

1) The first step is unroll loops.

2) This enables you to see what can be executed at the same time, as vectors.

if you do not try to unroll loops it's likely that you want be able to take full advantage of altivec, that is all I know, so its likely there are more CPU power that can be saved, maybe its possible to get 22/24 frames if you do it correct.