

Subject: : AmigaOS4

Topic: : LTO in AmigaOS4 gcc

Re: LTO in AmigaOS4 gcc

Author: : kas1e

Date: : 2019/2/20 19:48:51

URL:

@All

So, recompiled some stuff with LTO and compare with the same bulids but with no LTO.

Quake3 (plain C): give +1.5fps everywhere with lto.

Foobillard++:(plain C) as i say before give +8fps (about 12-13% speed increase)

FrickingShark (c++/c): no changes

Barony (c++/c): no changes

Prototype (c++/c): no changes

Dunno if it can be something about c++ code only , or just it some luck that those 3 which have no differences when compiled with lto are c++ ones, while those which have differences are plain c ones.