

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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URL:

@Raziel

<https://gcc.gnu.org/onlinedocs/gcc/Optimize-Options.html>

-O3 takes longer time to compile, -O2 is faster.

Time increases is a factor of around 1.45 to compile it.

It might be really noticeable on larger project, with horrible makefiles, but on smaller project you should not notice any different.

-O0

Is standard does no optimization, there also fastest to compile.

-O3 used to be buggy in some conditions, it invokes more optimizing tricks, so if there is bug in the compiler it can result in buggy exe file.

So, people removed -O3 if did not work, not sure if that's true anymore.

Anyway, if you like to find bugs you should compile with -Wall, code can be messy sometimes, often unused variables are left behind, or there some casting that is ignored, that can result in signs bugs, its better to have enabled to begin with, then having to clean up your code, after few 1000 lines of code.