

Subject: : AmigaOS4

Topic: : Lots of sources for comercial and arcade games 1980-2002

Re: Lots of sources for comercial and arcade games 1980-2002

Author: : LiveForIt

Date: : 2021/4/10 19:40:03

URL:

@ferrels

Quote:

SSE2-capable processor

Yes it pretty common to use SIMD instructions when you have it, it will make sense to use AltiVec on X1000, and write some kind of work around for CPU's that do not have it. I found actually using lookup tables can sometimes replace SIMD instructions. But anyway you can max get 64bit, while AltiVec is 128bit, and can do parallel operations, so yes maybe not optimal, not too bad. What your looking at is 4 x 4bit, 2 x 8bit operations, or 1 x 16bit operations (16bit in, 64bit out.)