

Castor3D - Évolution #1755

Évolution # 1754 (Fermé): Intégrer ObjectsMemoryPool

Supprimer l'alignement 16 bits de Point

01/08/2016 06:04 PM - dragonjoker59

Status:	Fermé	Start date:	01/15/2016
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	0.00 hour
Target version:	0.8.0	Spent time:	5.00 hours
Lien forum:			
Description			
Supprimer ça, et voir s'il est possible de garder les instructions SIMD.			
Subtasks:			
Évolution # 1757: Instructions SSE2			Fermé

History

#1 - 01/08/2016 08:46 PM - dragonjoker59

- Status changed from Assigné to Résolu
- Estimated time changed from 4.00 h to 1.00 h

#2 - 01/08/2016 08:46 PM - dragonjoker59

- Estimated time changed from 1.00 h to 4.00 h

#3 - 01/12/2016 11:52 AM - dragonjoker59

- Status changed from Résolu to Fermé

#4 - 01/12/2016 11:52 AM - dragonjoker59

- % Done changed from 0 to 100

#5 - 01/15/2016 12:16 PM - dragonjoker59

- Status changed from Fermé to Assigné

#6 - 01/16/2016 02:10 PM - dragonjoker59

- Status changed from Assigné to Fermé