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CSC 461

Final Project Log

changelist 363952 (6/10)

- Started project, release times around 150 ms total

changelist 364028, 364040 (6/10)

- updated double to float, removed ~16 ms total

changelist 364044 (6/10)

- moved some opengl code outside of a loop, no effect

changelist 364047 (6/10)

- only use .clear() on STL list, saved 20 ms

changelist 364053 (6/10)

- added big four to all classes, saved 14 ms

changelist 364080 (6/10)

- replaced STL list with array on stack, saved 7 ms

changelist 364097 (6/10)

- rearranged ParticleEmitter constructor and class. two lists of particles, no creates and deletes. saved 10 ms

changelist 364119 (6/10)

- reworked draw() a bit... no improvements

changelist 364217 (6/11)

- added alignment to Vect4D and Matrix classes. 5 ms improvement

changelist 364238 (6/11)

- remove unnecessary matrices from Particle, reduced by 12 ms

changelist 364240 (6/11)

- refactored logic to delete particle... no improvement

changelist 364244 (6/11)

- remove drawBuffer entirely... reduces by 3 ms

changelist 364319 (6/11)

- updated Matrix functions to ignore resetting same variables. saved 5 ms

changelist 364404 (6/11)

- aligned Particle to 16 bytes -- no gain

changelist 364451 (6/11)

- use SIMD for matrix multiply... 5 ms off

changelist 364476 (6/11)

- removed pivot matrix in draw()... 3 ms off

changelist 364501 (6/11)

- reduce matrix multiplies to a single constructor... very little gain :(

changelist 364504 (6/11)

- compiler optimizations! saved 3 ms

changelist 364509 (6/11)

- move all code out of draw() except opengl... and it only saved 2 ms()...