

## LOGS

- Initial timing:
  - LoopTime: update:28.675718 ms draw:36.232838 ms tot:64.908554
- Changelist: 345807
  - Change double to float for Matrix, vector, particle and particleEmitter
  - Covert gl function double to float
  - LoopTime: update:23.646948 ms draw:37.479321 ms tot:61.126270
  - Saved 3 ms
- Changelist:345868
  - Change to SIMD in vector and matrix for math using SEE 4.1 below
  - LoopTime: update:20.517231 ms draw:39.286217 ms tot:59.803448
  - Saved 1.4 ms
- Changelist:345872
  - Move the gl fuction outside of loop
  - LoopTime: update:20.898905 ms draw:34.417252 ms tot:55.316158
  - Saved 4.5 ms
- Changelist:346005
  - Convert to SIMD in `Matrix::GetAdjugate()`
  - LoopTime: update:23.900467 ms draw:30.003815 ms tot:53.904282
  - Saved 1.4 ms
- Changelist:346281
  - Change compiler setting
  - Delete useless methods
  - Delete drawbuffer using own particle list
  - LoopTime: update:6.518534 ms draw:32.706242 ms tot:39.224777 ms
  - Save 13 ms

change list:346387 :

change the padding for the particle and particleemiter

loop time: update 6.344421 ms draw 25.325321ms tot: 31.669742 ms

save 7.5 ms