Subject: libjpeg-turbo
Posted by aroman on Wed, 08 Sep 2010 08:27:52 GMT
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FYI, I saw this and thought that UPP might be interested:
http://libjpeg-turbo.virtualgl.org/

- Augusto

Subject: Re: libjpeg-turbo
Posted by dolik.rce on Wed, 08 Sep 2010 09:39:14 GMT
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aroman wrote on Wed, 08 September 2010 10:27FYI, I saw this and thought that UPP might be interested:
http://libjpeg-turbo.virtualgl.org/

- Augusto
Hi Augusto

It seems interesting. Maybe it could be a part of plugin/jpeg, switching between the regular implementation and this "turbo" based on SSE2 flag, to keep U++ compatible with non-SSE2 cpus (which is still default).

Honza