add missing code-paths to CUDA emulation kernel

06/18/2014 04:31 PM - Szilárd Páll

Status: New
Priority: Normal
Assignee: Szilárd Páll
Category: core library
Target version: uncategorized
Difficulty: uncategorized

Description
The switch/shift and LJ-PME code-paths are missing from the CUDA emulation plain-C kernels.

Note: this would be in particular needed not only for the sake of consistency, but in order to set up some jenkins jobs testing the GPU acceleration code-path on hardware without GPUs.

History
#1 - 06/19/2014 10:12 PM - Erik Lindahl
- Target version changed from 5.0 to 5.x

Long after then 5.0 deadline ;-)

#2 - 06/19/2014 10:23 PM - Szilárd Páll
Erik Lindahl wrote:

Long after then 5.0 deadline ;-)  

Fair enough - although I don’t see the same rule applied to the numerous changes merged or awaiting review since the deadline on the 13th.

#3 - 07/11/2016 08:09 PM - Mark Abraham
- Target version deleted (5.x)