

## GROMACS - Task #1523

### add missing code-paths to CUDA emulation kernel

06/18/2014 04:31 PM - Szilárd Páll

<b>Status:</b>	New
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Category:</b>	core library
<b>Target version:</b>	
<b>Difficulty:</b>	uncategorized
<b>Description</b>	
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)