Subject: Re: Core Patch 2 update 11 July
Posted by Scorpio9a on Tue, 30 Aug 2005 15:15:19 GMT
View Forum Message <> Reply to Message

mision08 wrote on Sat, 16 July 2005 22:50
PS. could you also work on a graphics engine that will utilize the Athlon 64 X2 series Dual Core technology?

That wouldn't improve anything if not make things even slower. Not sure what you think that would improve anything on the graphics engine side really?
Even thru it has little multi-threading support, Renegade already has a seperate thread to load the textures.
Most of the actual graphics processing are done on the video card, the heavy stuff atleast.

danpaul88 wrote on Sun, 17 July 2005 06:50Therefore i doubt they will alter how the graphics engine works.

You sure?

/me looks at the latest internal CP2 feature list. ;P