

---

Subject: Re: My new computer

Posted by [ADM](#) on Tue, 10 Oct 2006 21:07:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Renx wrote on Mon, 09 October 2006 22:36ADM wrote on Mon, 09 October 2006 03:53At E3 they had Alan Wake running flawlessly on a quad-core setup, and according to the developers, the game was completely built around a multi-threaded environment. Infact the development team said that once the game is released, you'll need at least dual-core processor to run the game on medium quality settings.

Check out the Alan Wake demo, it looks brilliant.

<http://www.theinquirer.net/default.aspx?article=34916>

That is The Inquirer, they make stuff up on the spot. I'm a professional games developer, I know the advantages that can be obtained with application of four cores. It's not hard to design an engine to cope with this, it just takes planning and thorough designing.

---