Subject: Re: Radeon 4670
Posted by Chuck Norris on Sat, 08 Aug 2009 20:58:54 GMT
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IronWarrior wrote on Thu, 06 August 2009 09:57The microarchitecture between a single core chip and a dual is different, so I would expect more FPS in the game even if the clock speeds are the same.While that is true, you didn't say anything about architecture. A Core 2 is faster than a Pentium D largely because of that reason, sure, but if all else was equal in the architecture, but one was dual core and another was single core (there exists a real life example of this in the Pentium 4 vs Pentium D, and Athlon 64 vs Athlon X2), then the speed will be the same if both went head to head in single threaded applications. My point was that Renegade doesn't gain (much, if anything) from having a dual core CPU.Saberhawk wrote on Thu, 06 August 2009 11:41Yes it does, but not much because of synchronization objects preventing multiple threads from executing the same code at the same time for safety reasons. This is greatly improved in scripts 4.0 by replacing a lot of that code with faster lock-free techniques or by simply giving each thread it's own copy of the memory.Well, you learn something new every day. Can you estimate a rough percentage increase it gets from having an extra CPU or CPU core to work with? I'd bet it's in the single digits? Maybe this explains why Renegade was a bit CPU hungry back in the old days on the Pentium IIIs and Thunderbird Athlons? It seems to have some rather "unique" coding, from what I hear.

In any case, the point I was getting at is that Renegade doesn't gain really just from having two cores. It's wants CPU speed, that is, the best combination of CPU frequency and CPU IPC possible, and the second core, if any, is just a bonus. GPU power is secondary.