
Subject: Re: DnD hangs in MT Refresh()ing
Posted by [mirek](#) on Thu, 28 Jan 2010 22:55:46 GMT
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How many cores do you have?

I have tried the example; D&D just slows down the app. Maybe the problem is related to the number of cores? (4 here..)

Needs more investigation.... Right now, I have no clue, partly because I cannot replicate. But maybe I will try to find out whether the slowdown is OK - perhaps I will get a clue on the way.

Mirek
