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Subject: Re: you can download and compile AGG with Ultimate++

Posted by [mirek](#) on Sun, 19 Feb 2006 14:50:23 GMT

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Considering pumping performance, there are my earlier results of "pumping" in "announcements" section.

The test was pumping 800x600 rectangle with various primitive painting (nothing, just cleaning with single color, text rendering, AA text rendering etc) to the screen.

Results varied, best machines (curiously, "best" in this case had little to do with actual performance, we have seen Celeron 2.4Ghz with cheap VGA outperforming 3.0Ghz Northwood with 6800GT) were pushing 600 rectangles / s with easy, however, some gone as low as 10 / s, which is clearly unacceptable.

There are also other issues to consider:

- printing
- terminal services in Win32, X11 over ethernet

BTW, during test, "pumping" was the most expensive operation, followed by "cleaning" (basically memset). Second one indicates that this is more or less memory bandwidth limited issue - it does not matter that much what operations are you performing to pixels, as the most expensive operation is simply the memory access itself.

Mirek

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