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Subject: Re: CDraw - new nDraw performance test...

Posted by [mirek](#) on Thu, 05 Jan 2006 06:51:13 GMT

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Actually, after that .log from arius/fudadmin, idea is abandoned. 10FPS is way too low (I suspect some HW configuration glitch, but generic library should work even with HW with a glitch...)

Anyway, thanks for numbers, they are interesting. It is also interesting to note how diverse these numbers are....

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