
Subject: CDraw - new nDraw performance test...
Posted by [mirek](#) on Mon, 05 Dec 2005 10:48:30 GMT
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I was working on new software rendering experimental code a little bit more and created this new test.

.exe reacts to keys 12345 and 0 (0 starts "autoscroll mode"), and to Enter key - this one starts benchmarking mode, which tests several combinations of rendering code.

Please, download, press Enter and post .log file here....

File Attachments

1) [CDraw.zip](#), downloaded 1708 times

Subject: Re: CDraw - new nDraw performance test...
Posted by [fudadmin](#) on Mon, 05 Dec 2005 11:04:23 GMT
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* C:\TMP_SETUP\CDraw.exe 05.12.2005 11:01:13, user: Arijus

High density - Many rects

No rect/No text: 80.00 ms, 12.50 FPS

No rect/Base: 85.00 ms, 11.76 FPS

No rect/AA-Base: 90.00 ms, 11.11 FPS

No rect/AA-MMX: 92.75 ms, 10.78 FPS

No rect/AA-packed: 95.00 ms, 10.53 FPS

No rect/AA-packed MMX: 92.75 ms, 10.78 FPS

Base/No text: 90.00 ms, 11.11 FPS

Base/Base: 92.75 ms, 10.78 FPS

Base/AA-Base: 97.50 ms, 10.26 FPS

Base/AA-MMX: 95.25 ms, 10.50 FPS

Base/AA-packed: 90.25 ms, 11.08 FPS

Base/AA-packed MMX: 92.50 ms, 10.81 FPS

MMX/No text: 92.75 ms, 10.78 FPS

MMX/Base: 92.50 ms, 10.81 FPS

MMX/AA-Base: 100.25 ms, 9.98 FPS

MMX/AA-MMX: 92.50 ms, 10.81 FPS

MMX/AA-packed: 97.75 ms, 10.23 FPS

MMX/AA-packed MMX: 97.75 ms, 10.23 FPS

SMMX/No text: 75.00 ms, 13.33 FPS

SMMX/Base: 92.75 ms, 10.78 FPS

SMMX/AA-Base: 95.00 ms, 10.53 FPS

SMMX/AA-MMX: 97.75 ms, 10.23 FPS

SMMX/AA-packed: 92.50 ms, 10.81 FPS

SMMX/AA-packed MMX: 92.75 ms, 10.78 FPS

Low density - Many rects

No rect/No text: 72.50 ms, 13.79 FPS
No rect/Base: 80.00 ms, 12.50 FPS
No rect/AA-Base: 85.25 ms, 11.73 FPS
No rect/AA-MMX: 82.50 ms, 12.12 FPS
No rect/AA-packed: 75.25 ms, 13.29 FPS
No rect/AA-packed MMX: 80.00 ms, 12.50 FPS
Base/No text: 90.25 ms, 11.08 FPS
Base/Base: 85.00 ms, 11.76 FPS
Base/AA-Base: 90.25 ms, 11.08 FPS
Base/AA-MMX: 87.50 ms, 11.43 FPS
Base/AA-packed: 90.25 ms, 11.08 FPS
Base/AA-packed MMX: 92.50 ms, 10.81 FPS
MMX/No text: 87.75 ms, 11.40 FPS
MMX/Base: 90.00 ms, 11.11 FPS
MMX/AA-Base: 95.25 ms, 10.50 FPS
MMX/AA-MMX: 97.75 ms, 10.23 FPS
MMX/AA-packed: 97.50 ms, 10.26 FPS
MMX/AA-packed MMX: 92.75 ms, 10.78 FPS
SMMX/No text: 82.50 ms, 12.12 FPS
SMMX/Base: 102.75 ms, 9.73 FPS
SMMX/AA-Base: 85.00 ms, 11.76 FPS
SMMX/AA-MMX: 87.75 ms, 11.40 FPS
SMMX/AA-packed: 90.00 ms, 11.11 FPS
SMMX/AA-packed MMX: 90.25 ms, 11.08 FPS

High density - Single rect

No rect/No text: 70.00 ms, 14.29 FPS
No rect/Base: 85.00 ms, 11.76 FPS
No rect/AA-Base: 90.25 ms, 11.08 FPS
No rect/AA-MMX: 97.50 ms, 10.26 FPS
No rect/AA-packed: 102.75 ms, 9.73 FPS
No rect/AA-packed MMX: 85.00 ms, 11.76 FPS
Base/No text: 92.75 ms, 10.78 FPS
Base/Base: 97.50 ms, 10.26 FPS
Base/AA-Base: 102.75 ms, 9.73 FPS
Base/AA-MMX: 95.25 ms, 10.50 FPS
Base/AA-packed: 102.50 ms, 9.76 FPS
Base/AA-packed MMX: 102.75 ms, 9.73 FPS
MMX/No text: 87.50 ms, 11.43 FPS
MMX/Base: 102.75 ms, 9.73 FPS
MMX/AA-Base: 100.25 ms, 9.98 FPS
MMX/AA-MMX: 100.00 ms, 10.00 FPS
MMX/AA-packed: 102.75 ms, 9.73 FPS
MMX/AA-packed MMX: 107.50 ms, 9.30 FPS
SMMX/No text: 77.75 ms, 12.86 FPS
SMMX/Base: 87.75 ms, 11.40 FPS

SMMX/AA-Base: 97.50 ms, 10.26 FPS
SMMX/AA-MMX: 95.25 ms, 10.50 FPS
SMMX/AA-packed: 110.00 ms, 9.09 FPS
SMMX/AA-packed MMX: 97.75 ms, 10.23 FPS

Low density - Single rect

No rect/No text: 67.50 ms, 14.81 FPS
No rect/Base: 75.25 ms, 13.29 FPS
No rect/AA-Base: 85.00 ms, 11.76 FPS
No rect/AA-MMX: 85.25 ms, 11.73 FPS
No rect/AA-packed: 82.50 ms, 12.12 FPS
No rect/AA-packed MMX: 85.25 ms, 11.73 FPS
Base/No text: 82.50 ms, 12.12 FPS
Base/Base: 87.75 ms, 11.40 FPS
Base/AA-Base: 92.75 ms, 10.78 FPS
Base/AA-MMX: 92.50 ms, 10.81 FPS
Base/AA-packed: 92.75 ms, 10.78 FPS
Base/AA-packed MMX: 90.00 ms, 11.11 FPS
MMX/No text: 87.75 ms, 11.40 FPS
MMX/Base: 100.00 ms, 10.00 FPS
MMX/AA-Base: 97.75 ms, 10.23 FPS
MMX/AA-MMX: 105.25 ms, 9.50 FPS
MMX/AA-packed: 100.00 ms, 10.00 FPS
MMX/AA-packed MMX: 95.25 ms, 10.50 FPS
SMMX/No text: 72.50 ms, 13.79 FPS
SMMX/Base: 87.75 ms, 11.40 FPS
SMMX/AA-Base: 87.50 ms, 11.43 FPS
SMMX/AA-MMX: 92.75 ms, 10.78 FPS
SMMX/AA-packed: 90.00 ms, 11.11 FPS
SMMX/AA-packed MMX: 90.25 ms, 11.08 FPS

TIMING DrawRect : 694.7 ms - 488.6 us (695.0 ms / 1422), min: 0.0 us, max: 16.0 ms,
nesting: 1 - 1422
TIMING Set : 32.0 s - 102.4 ms (32.0 s / 312), min: 71.0 ms, max: 136.0 ms, nesting: 1
- 312
TIMING Init : 0.0 us - 0.0 us (0.0 us / 1), min: 0.0 us, max: 0.0 us, nesting: 1 - 1

Does this look promising?

Subject: Re: CDraw - new nDraw performance test...
Posted by [mirek](#) on Mon, 05 Dec 2005 11:37:57 GMT
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No, it is rather show-stopper... Even Daniel's nasty Duron was able to maintain 40fps here

Can I ask what kind of machine do you have (CPU, kind of RAM (like SDRAM, DDR, DDR2) and

graphics card)? Those numbers are really very very low.....

Subject: Re: CDraw - new nDraw performance test...
Posted by [gprentice](#) on Mon, 05 Dec 2005 12:15:50 GMT
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2 GHz non-nasty P4 with low-end graphics card running the test in non-maximised window. 512 MB RAM - Dunno what sort (DDR2 I think).

TIMING DrawRect : 182.8 ms - 129.1 us (183.0 ms / 1416), min: 0.0 us, max: 4.0 ms, nesting: 1 - 1416
TIMING Set : 1.6 s - 4.1 ms (1.6 s / 392), min: 3.0 ms, max: 11.0 ms, nesting: 1 - 392
TIMING Init : 0.0 us - 0.0 us (0.0 us / 1), min: 0.0 us, max: 0.0 us, nesting: 1 - 1

Graeme

Subject: Re: CDraw - new nDraw performance test...
Posted by [mirek](#) on Mon, 05 Dec 2005 12:21:17 GMT
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gprentice wrote on Mon, 05 December 2005 07:15
2 GHz non-nasty P4 with low-end graphics card running the test in non-maximised window. 512 MB RAM - Dunno what sort (DDR2 I think).

TIMING DrawRect : 182.8 ms - 129.1 us (183.0 ms / 1416), min: 0.0 us, max: 4.0 ms, nesting: 1 - 1416
TIMING Set : 1.6 s - 4.1 ms (1.6 s / 392), min: 3.0 ms, max: 11.0 ms, nesting: 1 - 392
TIMING Init : 0.0 us - 0.0 us (0.0 us / 1), min: 0.0 us, max: 0.0 us, nesting: 1 - 1

Graeme

Ehm... something is wrong... have you pushed the Enter to invoke benchmark?

Subject: Re: CDraw - new nDraw performance test...
Posted by [fudadmin](#) on Mon, 05 Dec 2005 13:05:47 GMT

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Intel Pentium III 600Mhz,
RAM 256MB-133,
NVIDIA RIVA TNT2/TNT2 PRO (Microsoft) integratedRAMDAC 32MB

Subject: Re: CDraw - new nDraw performance test...
Posted by [gprentice](#) on Mon, 05 Dec 2005 21:35:40 GMT
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luzr wrote on Mon, 05 December 2005 07:21gprentice wrote on Mon, 05 December 2005 07:15
2 GHz non-nasty P4 with low-end graphics card running the test in non-maximised window. 512
MB RAM - Dunno what sort (DDR2 I think).

TIMING DrawRect : 182.8 ms - 129.1 us (183.0 ms / 1416), min: 0.0 us, max: 4.0 ms,
nesting: 1 - 1416
TIMING Set : 1.6 s - 4.1 ms (1.6 s / 392), min: 3.0 ms, max: 11.0 ms, nesting: 1 -
392
TIMING Init : 0.0 us - 0.0 us (0.0 us / 1), min: 0.0 us, max: 0.0 us, nesting: 1 - 1

Graeme

Ehm... something is wrong... have you pushed the Enter to invoke benchmark?

Yep. Run the prog - it sits there with black screen and numbers in title bar. Press ENTER -
window size and position change, colours fly up the screen!, then "test complete, results are in log
file" message comes! I get similar numbers as above when I re-run it. I left off the long list of stuff
"like what" Arijus posted - is that what you're missing?

Graeme

Subject: Re: CDraw - new nDraw performance test...
Posted by [mirek](#) on Mon, 05 Dec 2005 21:54:11 GMT
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Quote:
I left off the long list of stuff "like what" Arijus posted - is that what you're missing?

Graeme

Yep. That is the important part

Subject: Re: CDraw - new nDraw performance test...
Posted by [gprentice](#) on Mon, 05 Dec 2005 23:49:38 GMT
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oh, ok

I left it off out of concern for the server this forum runs on (who pays for it??) and the readers of this thread!

Graeme

* G:\MyApps\NewDraw\CDraw.exe 06.12.2005 12:45:59, user: Administrator

High density - Many rects

No rect/No text: 4.00 ms, 250.00 FPS
No rect/Base: 3.75 ms, 266.67 FPS
No rect/AA-Base: 4.00 ms, 250.00 FPS
No rect/AA-MMX: 11.75 ms, 85.11 FPS
No rect/AA-packed: 8.00 ms, 125.00 FPS
No rect/AA-packed MMX: 7.75 ms, 129.03 FPS
Base/No text: 3.75 ms, 266.67 FPS
Base/Base: 8.00 ms, 125.00 FPS
Base/AA-Base: 3.75 ms, 266.67 FPS
Base/AA-MMX: 11.75 ms, 85.11 FPS
Base/AA-packed: 7.75 ms, 129.03 FPS
Base/AA-packed MMX: 7.75 ms, 129.03 FPS
MMX/No text: 4.00 ms, 250.00 FPS
MMX/Base: 3.75 ms, 266.67 FPS
MMX/AA-Base: 7.75 ms, 129.03 FPS
MMX/AA-MMX: 11.75 ms, 85.11 FPS
MMX/AA-packed: 7.75 ms, 129.03 FPS
MMX/AA-packed MMX: 7.75 ms, 129.03 FPS
SMMX/No text: 4.00 ms, 250.00 FPS
SMMX/Base: 7.75 ms, 129.03 FPS
SMMX/AA-Base: 7.75 ms, 129.03 FPS
SMMX/AA-MMX: 11.75 ms, 85.11 FPS
SMMX/AA-packed: 7.75 ms, 129.03 FPS
SMMX/AA-packed MMX: 4.00 ms, 250.00 FPS

Low density - Many rects

No rect/No text: 3.75 ms, 266.67 FPS
No rect/Base: 0.00 ms, 1000.00 FPS
No rect/AA-Base: 3.75 ms, 266.67 FPS
No rect/AA-MMX: 7.75 ms, 129.03 FPS
No rect/AA-packed: 4.00 ms, 250.00 FPS
No rect/AA-packed MMX: 3.75 ms, 266.67 FPS
Base/No text: 7.75 ms, 129.03 FPS
Base/Base: 4.00 ms, 250.00 FPS
Base/AA-Base: 7.75 ms, 129.03 FPS

Base/AA-MMX: 11.75 ms, 85.11 FPS
Base/AA-packed: 7.75 ms, 129.03 FPS
Base/AA-packed MMX: 4.00 ms, 250.00 FPS
MMX/No text: 3.75 ms, 266.67 FPS
MMX/Base: 8.00 ms, 125.00 FPS
MMX/AA-Base: 7.75 ms, 129.03 FPS
MMX/AA-MMX: 7.75 ms, 129.03 FPS
MMX/AA-packed: 7.75 ms, 129.03 FPS
MMX/AA-packed MMX: 4.00 ms, 250.00 FPS
SMMX/No text: 3.75 ms, 266.67 FPS
SMMX/Base: 4.00 ms, 250.00 FPS
SMMX/AA-Base: 7.75 ms, 129.03 FPS
SMMX/AA-MMX: 7.75 ms, 129.03 FPS
SMMX/AA-packed: 8.00 ms, 125.00 FPS
SMMX/AA-packed MMX: 3.75 ms, 266.67 FPS

High density - Single rect

No rect/No text: 0.00 ms, 1000.00 FPS
No rect/Base: 8.00 ms, 125.00 FPS
No rect/AA-Base: 7.75 ms, 129.03 FPS
No rect/AA-MMX: 4.00 ms, 250.00 FPS
No rect/AA-packed: 7.75 ms, 129.03 FPS
No rect/AA-packed MMX: 4.00 ms, 250.00 FPS
Base/No text: 7.75 ms, 129.03 FPS
Base/Base: 3.75 ms, 266.67 FPS
Base/AA-Base: 4.00 ms, 250.00 FPS
Base/AA-MMX: 11.75 ms, 85.11 FPS
Base/AA-packed: 11.75 ms, 85.11 FPS
Base/AA-packed MMX: 7.75 ms, 129.03 FPS
MMX/No text: 8.00 ms, 125.00 FPS
MMX/Base: 7.75 ms, 129.03 FPS
MMX/AA-Base: 7.75 ms, 129.03 FPS
MMX/AA-MMX: 11.75 ms, 85.11 FPS
MMX/AA-packed: 11.75 ms, 85.11 FPS
MMX/AA-packed MMX: 7.75 ms, 129.03 FPS
SMMX/No text: 4.00 ms, 250.00 FPS
SMMX/Base: 7.75 ms, 129.03 FPS
SMMX/AA-Base: 4.00 ms, 250.00 FPS
SMMX/AA-MMX: 11.75 ms, 85.11 FPS
SMMX/AA-packed: 4.00 ms, 250.00 FPS
SMMX/AA-packed MMX: 8.00 ms, 125.00 FPS

Low density - Single rect

No rect/No text: 3.75 ms, 266.67 FPS
No rect/Base: 8.00 ms, 125.00 FPS
No rect/AA-Base: 3.75 ms, 266.67 FPS
No rect/AA-MMX: 3.75 ms, 266.67 FPS
No rect/AA-packed: 8.00 ms, 125.00 FPS

No rect/AA-packed MMX: 4.00 ms, 250.00 FPS
Base/No text: 4.00 ms, 250.00 FPS
Base/Base: 4.00 ms, 250.00 FPS
Base/AA-Base: 11.75 ms, 85.11 FPS
Base/AA-MMX: 7.75 ms, 129.03 FPS
Base/AA-packed: 7.75 ms, 129.03 FPS
Base/AA-packed MMX: 11.75 ms, 85.11 FPS
MMX/No text: 4.00 ms, 250.00 FPS
MMX/Base: 7.75 ms, 129.03 FPS
MMX/AA-Base: 7.75 ms, 129.03 FPS
MMX/AA-MMX: 7.75 ms, 129.03 FPS
MMX/AA-packed: 3.75 ms, 266.67 FPS
MMX/AA-packed MMX: 8.00 ms, 125.00 FPS
SMMX/No text: 7.75 ms, 129.03 FPS
SMMX/Base: 3.75 ms, 266.67 FPS
SMMX/AA-Base: 8.00 ms, 125.00 FPS
SMMX/AA-MMX: 7.75 ms, 129.03 FPS
SMMX/AA-packed: 7.75 ms, 129.03 FPS
SMMX/AA-packed MMX: 7.75 ms, 129.03 FPS

TIMING DrawRect : 198.9 ms - 140.2 us (199.0 ms / 1418), min: 0.0 us, max: 3.0 ms,
nesting: 1 - 1418

TIMING Set : 1.3 s - 4.2 ms (1.3 s / 322), min: 3.0 ms, max: 14.0 ms, nesting: 1 -
322

TIMING Init : 0.0 us - 0.0 us (0.0 us / 1), min: 0.0 us, max: 0.0 us, nesting: 1 - 1

Subject: Re: CDraw - new nDraw performance test...
Posted by [fudadmin](#) on Wed, 07 Dec 2005 11:04:45 GMT
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gprentice wrote on Mon, 05 December 2005 18:49
oh, ok
I left it off out of concern for the server this forum runs on (who pays for it??) [...]
Graeme

Don't worry next time I pay for it...

Arijus

Subject: Re: CDraw - new nDraw performance test...
Posted by [hojtsy](#) on Wed, 04 Jan 2006 21:04:37 GMT

Hi, are these logs still wanted? Anyway here I go: AMD Athlon 1700+, 384 MB DDR ram, ATI Radeon 9200, non-maximised window

Quote:* D:\temp\delete_me\CDraw.exe 04.01.2006 22:01:44, user: Administrator

High density - Many rects

No rect/No text: 4.00 ms, 250.00 FPS
No rect/Base: 7.75 ms, 129.03 FPS
No rect/AA-Base: 4.00 ms, 250.00 FPS
No rect/AA-MMX: 8.00 ms, 125.00 FPS
No rect/AA-packed: 3.75 ms, 266.67 FPS
No rect/AA-packed MMX: 4.00 ms, 250.00 FPS
Base/No text: 7.75 ms, 129.03 FPS
Base/Base: 3.75 ms, 266.67 FPS
Base/AA-Base: 11.75 ms, 85.11 FPS
Base/AA-MMX: 8.00 ms, 125.00 FPS
Base/AA-packed: 7.75 ms, 129.03 FPS
Base/AA-packed MMX: 11.75 ms, 85.11 FPS
MMX/No text: 0.00 ms, 1000.00 FPS
MMX/Base: 4.00 ms, 250.00 FPS
MMX/AA-Base: 7.75 ms, 129.03 FPS
MMX/AA-MMX: 3.75 ms, 266.67 FPS
MMX/AA-packed: 11.75 ms, 85.11 FPS
MMX/AA-packed MMX: 7.75 ms, 129.03 FPS
SMMX/No text: 4.00 ms, 250.00 FPS
SMMX/Base: 3.75 ms, 266.67 FPS
SMMX/AA-Base: 8.00 ms, 125.00 FPS
SMMX/AA-MMX: 11.75 ms, 85.11 FPS
SMMX/AA-packed: 7.75 ms, 129.03 FPS
SMMX/AA-packed MMX: 7.75 ms, 129.03 FPS

Low density - Many rects

No rect/No text: 4.00 ms, 250.00 FPS
No rect/Base: 3.75 ms, 266.67 FPS
No rect/AA-Base: 4.00 ms, 250.00 FPS
No rect/AA-MMX: 7.75 ms, 129.03 FPS
No rect/AA-packed: 4.00 ms, 250.00 FPS
No rect/AA-packed MMX: 7.75 ms, 129.03 FPS
Base/No text: 4.00 ms, 250.00 FPS
Base/Base: 7.75 ms, 129.03 FPS
Base/AA-Base: 7.75 ms, 129.03 FPS
Base/AA-MMX: 3.75 ms, 266.67 FPS
Base/AA-packed: 4.00 ms, 250.00 FPS
Base/AA-packed MMX: 7.75 ms, 129.03 FPS
MMX/No text: 0.00 ms, 1000.00 FPS
MMX/Base: 4.00 ms, 250.00 FPS
MMX/AA-Base: 7.75 ms, 129.03 FPS
MMX/AA-MMX: 3.75 ms, 266.67 FPS

MMX/AA-packed: 8.00 ms, 125.00 FPS
MMX/AA-packed MMX: 3.75 ms, 266.67 FPS
SMMX/No text: 4.00 ms, 250.00 FPS
SMMX/Base: 4.00 ms, 250.00 FPS
SMMX/AA-Base: 7.75 ms, 129.03 FPS
SMMX/AA-MMX: 4.00 ms, 250.00 FPS
SMMX/AA-packed: 7.75 ms, 129.03 FPS
SMMX/AA-packed MMX: 3.75 ms, 266.67 FPS

High density - Single rect

No rect/No text: 0.00 ms, 1000.00 FPS
No rect/Base: 4.00 ms, 250.00 FPS
No rect/AA-Base: 7.75 ms, 129.03 FPS
No rect/AA-MMX: 7.75 ms, 129.03 FPS
No rect/AA-packed: 7.75 ms, 129.03 FPS
No rect/AA-packed MMX: 4.00 ms, 250.00 FPS
Base/No text: 7.75 ms, 129.03 FPS
Base/Base: 8.00 ms, 125.00 FPS
Base/AA-Base: 7.75 ms, 129.03 FPS
Base/AA-MMX: 11.75 ms, 85.11 FPS
Base/AA-packed: 7.75 ms, 129.03 FPS
Base/AA-packed MMX: 7.75 ms, 129.03 FPS
MMX/No text: 7.75 ms, 129.03 FPS
MMX/Base: 8.00 ms, 125.00 FPS
MMX/AA-Base: 7.75 ms, 129.03 FPS
MMX/AA-MMX: 11.75 ms, 85.11 FPS
MMX/AA-packed: 7.75 ms, 129.03 FPS
MMX/AA-packed MMX: 7.75 ms, 129.03 FPS
SMMX/No text: 4.00 ms, 250.00 FPS
SMMX/Base: 3.75 ms, 266.67 FPS
SMMX/AA-Base: 7.75 ms, 129.03 FPS
SMMX/AA-MMX: 8.00 ms, 125.00 FPS
SMMX/AA-packed: 11.75 ms, 85.11 FPS
SMMX/AA-packed MMX: 7.75 ms, 129.03 FPS

Low density - Single rect

No rect/No text: 3.75 ms, 266.67 FPS
No rect/Base: 4.00 ms, 250.00 FPS
No rect/AA-Base: 4.00 ms, 250.00 FPS
No rect/AA-MMX: 7.75 ms, 129.03 FPS
No rect/AA-packed: 4.00 ms, 250.00 FPS
No rect/AA-packed MMX: 7.75 ms, 129.03 FPS
Base/No text: 3.75 ms, 266.67 FPS
Base/Base: 8.00 ms, 125.00 FPS
Base/AA-Base: 7.75 ms, 129.03 FPS
Base/AA-MMX: 4.00 ms, 250.00 FPS
Base/AA-packed: 7.75 ms, 129.03 FPS
Base/AA-packed MMX: 8.00 ms, 125.00 FPS

MMX/No text: 7.75 ms, 129.03 FPS
MMX/Base: 4.00 ms, 250.00 FPS
MMX/AA-Base: 7.75 ms, 129.03 FPS
MMX/AA-MMX: 7.75 ms, 129.03 FPS
MMX/AA-packed: 3.75 ms, 266.67 FPS
MMX/AA-packed MMX: 4.00 ms, 250.00 FPS
SMMX/No text: 3.75 ms, 266.67 FPS
SMMX/Base: 3.75 ms, 266.67 FPS
SMMX/AA-Base: 4.00 ms, 250.00 FPS
SMMX/AA-MMX: 3.75 ms, 266.67 FPS
SMMX/AA-packed: 4.00 ms, 250.00 FPS
SMMX/AA-packed MMX: 7.75 ms, 129.03 FPS

TIMING DrawRect : 226.9 ms - 159.6 us (227.0 ms / 1422), min: 0.0 us, max: 4.0 ms,
nesting: 1 - 1422
TIMING Set : 1.3 s - 3.8 ms (1.3 s / 327), min: 2.0 ms, max: 12.0 ms, nesting: 1 -
327
TIMING Init : 0.0 us - 0.0 us (0.0 us / 1), min: 0.0 us, max: 0.0 us, nesting: 1 - 1

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....
