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Subject: Re: Core Patch 2 update 11 July  
Posted by [mision08](#) on Sun, 02 Oct 2005 15:46:36 GMT  
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Quote:That wouldn't improve anything if not make things even slower. Not sure what you think that would improve anything on the graphics engine side really?  
Even thru it has little multi-threading support, Renegade already has a seperate thread to load the textures.

Most of the actual graphics processing are done on the video card, the heavy stuff atleast. Who said anything about thinking? Basically I was just talking out of my ass. I know absolutely nothing about programing, code, graphics engines, or cp2 for that matter. After further review I found that dual core is not the way to go for a gaming rig. Umm, I'm an idiot. so there you go.

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