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Subject: W3D Engine Test

Posted by [JRPereira](#) on Tue, 06 May 2003 10:52:13 GMT

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openGL is more refined in many ways, and from all of the games I've seen so far, it makes more use of the GPU than d3d -- especially for processing textures (among other things).

Don't forget that d3d was originally designed to work without any hardware acceleration. Microsoft still has a ways to go before they can mix compatability with performance.

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