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Subject: Re: Rigged software performance for Nvidia or ATI?

Posted by [light](#) on Sat, 11 Feb 2006 08:34:41 GMT

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Nope, it's because they worked with the company during development, and helped them fully utilise the potential of their cards, rather than just the standard multi-card components. (Shader 3.0 for Nvidia would be a good example)

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