
Subject: OT: Eating Up Resources

Posted by [General Havoc](#) on Wed, 02 Jul 2003 12:24:58 GMT

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Yeah RAM and CPU are making the slow performance for your 3D Studio Max and not your graphics card. Ram is the main resource used by the program then the CPU, suprisingly the 3D Card is responsible for very little. Half the features such as Pixel and Vertex Shaders, Effects Engines are not used in 3D CAD applications. nVidia offer the Quadro FX for that exact reason, high 3D application performance but not gaming uses. Your Radeon 9500 is more than capable of handling it I would think. However a extran 512MB DIMM (Dual Inline Memory Module) youls speed up your rendering and performcane a lot.

_General Havoc
