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Subject: Re: Question about nVidia's CUDA.

Posted by [saberhawk](#) on Mon, 25 Aug 2008 09:45:07 GMT

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Ghostshaw wrote on Mon, 25 August 2008 04:39 Games are not normal programs . And well with games the GPU is already heavily used anyway .

For the graphics part, sure. But physics which need basically the same type of math are mostly stuck on the CPU due to bandwidth issues (ie getting the data back from the GPU)

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