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Subject: Re: Radeon 4670

Posted by [saberhawk](#) on Sun, 09 Aug 2009 07:47:00 GMT

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Chuck Norris wrote on Sat, 08 August 2009 16:58 Well, you learn something new every day. Can you estimate a rough percentage increase it gets from having an extra CPU or CPU core to work with? I'd bet it's in the single digits? Maybe this explains why Renegade was a bit CPU hungry back in the old days on the Pentium IIIs and Thunderbird Athlons? It seems to have some rather "unique" coding, from what I hear.

In any case, the point I was getting at is that Renegade doesn't gain really just from having two cores. It's wants CPU speed, that is, the best combination of CPU frequency and CPU IPC possible, and the second core, if any, is just a bonus. GPU power is secondary.

Probably, as the only multithreading you'd notice in Renegade is the texture loader which doesn't deal with heavy textures anyways.

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