Subject: Re: IDL Objects Graphics cache and crash
Posted by alt on Thu, 14 Mar 2002 06:59:47 GMT

Thank you for your quick and full answer!

I missed instancing, indeed! May be this keyword should have been named different because "instance" near "object" is associated with instance of a class for me. But it is anyway my fault: "read the manual" :-)) I guessed about texture mapping but did not dare to try it.

test2 gives 8.73 sec (35 % benefit) and test3 gives 3.19 sec (75%) on my Riva TNT2 Pro 32MB video card. It is not a bullet but already not a cart ;-)). May be if I play with OpenGL settings I will benefit more. Sure it will be very interesting to know what maximum performance can be achieved for test3 on best well tuned video cards. But I think that already obtained speed will be enough for my task. Of course, instancing demands some additional program layer management but it is worth it.

Best regards,
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