Subject: Re: GPULib on my 64-bit WinXP machine
Posted by David Fanning on Tue, 28 Oct 2008 03:04:21 GMT
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b_gom@hotmail.com writes:

> I also see that the GTX200 series supports limited double precision
> operations, which might be another trump card.

The point was made at the User's Group meeting that almost
all of the double precision stuff, on any processor, is much
slower than floating point operations. The suggestion was
made to keep everything in floating values if at all possible.

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")