

产品、研发、测试

Direct3D Player性能优化

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摘要 Direct3D (以下简称D3D) Player是测试显卡驱动所必须的工具软件, 其设计并没有考虑到性能, 渲染一帧画面通常需要很长时间, 给显卡驱动程序的开发带来不便。提出针对D3D Player的性能优化方法, 从其运行的机制上研究如何提高其性能, 将其分成脚本编译子系统和编译后目标代码执行子系统, 最后实现一个优化的D3D Player, 并以3D MARK 2001-2005 的若干个测试用例来测试D3D Player的优化效果, 并比较优化前后的性能变化。

关键词 [Direct3D Player](#) [Direct3D Logger](#) [显卡驱动](#) [性能优化](#)

分类号

Performance optimization of D3D Player

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Abstract

The D3D Player is an indispensable tool software for video card driver development. The developers of the driver don't take the execution efficiency into account during D3D Player design. Hence, the previous D3D Player usually takes much more time to render one frame, which slows development of a video card driver. Some solutions to optimize the source codes to improve D3D Player's execution performance are issued. The new D3D Player is composed of a Logger Script compiling system and an executing system. Finally, some performance comparisons of results of the two versions are made with the famous tools 3D MARK 2001-2005.

Key words [Direct3D Player](#) [Direct3D Logger](#) [video card driver](#) [performance optimization](#)

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