

Re: Locked memory

Source: <http://coding.derkeiler.com/Archive/Assembler/alt.lang.asm/2004-06/0323.html>

From: The Wannabee (*faq.AT.AT.SZMyggenPV.COM*)

Date: 06/14/04

Date: Mon, 14 Jun 2004 18:02:02 +0200

På Mon, 14 Jun 2004 05:19:25 +0100, skrev Beth
<BethStone21@hotmail.NOSPICEDHAM.com>:

> *The Wannabee wrote:*
>> *Beth wrote:*
>> > *Superglue...*

Hmm...too much for me to answer in detail. A good post, especially the last 2/3 of it. You are one remarkable beeing Beth :-) Thanks. What I dont comment I either agree with, or dont know anything about. I disagree fully with the stuff about new hardware suggesting less work. Thats allmost like saying the calculator means we get less work, or that we should all write our stuff with pen or pencil, or use a stone on a wall. It doesnt mean less work at all, it just mean more work on other areas. And the most wonderful part, it makes SINGLE developer work, more possible. A new graphics card is NOT a built in Quake clone. I am actually a bit dissappointed in this comming from you, who once got me exited about graphic programming with one of your now long time since long posts. What it means having hardware _primitives_, free, means we have more time to spend on developing better database hierarchys for games and stuff. And the current pixel shading stuff makes any interacting with textures on a per pixel basis possible in real time, a very exiting feature. (and just hapopens to break transformation engine) There nothing to add here but this : The new graphics hardware, makes possible things that would otherwise, in this CPU _stoneage_, not be otherwise possible. As can easily be seen by excellent games like NFS Underground, WolfenStein, UT2003/4. Theese are all excellently written, all breaks barriers, all run on Windows, and they all run like "a bat out of hell". And they have excellent fast graphics. And certainly Dos, KeSys or any other OS, cant change a thing at this. Actually when it comes to the core of windows, its actually a pretty decent OS. The extra stuff, they built UPON this os, com, dcom, shell functionaity etc, I dont even know half of it, is the worst kind of shit, agreed, the GUI, lame, but the OS itself is pretty fast. And the best part of it, is that it will yield to a game running fullscreen. By and by Windows OS, the core is NOT bad at all. The best feature of Windows is that even the OS itself will yield CPU time to running programmes, and this is a VERY VERY nice feature, from programmer perspective, it is actually more freedom than on UNIX, and thats the main

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reason why many Window desktop programs suck. Because they _misuse_ this power. If you know how to code, you can create very fast running apps in windows, maybe not the very best, but when thinking about it, with some soberness, WinOS, core functionality is pretty descent. Thats said, M\$ policy and all of that other stuff you rant about, I perfectly understand, and agree with, but lets not be dishonest. M\$ suck compared to full controll in an OS like Dos or full featgured KeSys, for controlfreaks, but it is much better than you depicture in your rants, and Annie, I think is really just biased, and I think you are too. Lets make some bone to this. Lets create some bitmap manipulation code, that just changes a bitmap, say a 1024*768/32bit bitmap. Lest run this code on a memory bitmap, in windows, in dos and in Kesys, with the same code (only tweaked to the running mode) and see what is the real diffrence. I know WinOS have other things to do, like sheduling other task, but lets really try it, to see for sure, what this slowback means, when the process runs in exclusive mode with realtime priority. Lest stop ranting, lets prove the diffrence.

I do have high respect for you Beth, no doubt, but sitting around sulking and not beeing ready to complete the work to fulfill any of your ideas, I assume they are great, is childish. Nothing in this world will ever be perfect. Perfect is evil. Just start, and then add to it. Ideas, my dearest Beth are DIMES A DUSIN (nose skyhigh :-))). Its implementing them that makes the diffrence, even if you do it badly, you will learn a lot more than from just thinking/dreaming, even if I consider you an exceptional intelligent person. Because at the one point where your thinking has just one flaw, and you let it propagate into the rest of your thinking, the rest of your thinking will be flawed too. Small scale experiments are not enough to confirm an idea. Only in a huge involving project can you really test out your ideas. And I guarantie you, even if you are a word class genius, 3 times as smart as moi, your first implementation of a larger project WILL suck, nomatter what you do. It will have at least ONE, but most likely two or 3 major flaws that you didnt see at the outset, but that got clear to you midways. Its inevitable. Teory in programming counts for NOP. Even a genius makes TONS of mistakes.

When it comes to the magnificent of new hardware speeds, you and Annie sound like dinos. But I agree with most the other things you say, except for some minor details, I dont care to answer, cause they dont seem that important. But in the hugest part of you post I agree.

Just so you dont take this comment personally. Cause its not ment that way. Its just how I feel about it.

The Wannabee.

Aside note: Dont know if you guessed, but I never got my IT exams either. I didnt flunk, but just didnt want to be there, the teacher was a nut case (or maybe it was me) so I just went home, never to return again :-)) :-))

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And I have NEVER regretted it :-))) :-))) :-))) Cause since I am such a loser, no sane women will ever marry me,so I am FREE. FREE. FREE. Thanks God they leave me alone, so I can BREETH again !

LOLLY. :-)) :-))

> *Beth* :)

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