

## RE: VS.NET Performance and speed question ( Comparing with C++ Apps)

**Source:** <http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.general/2004-06/2111.html>

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**Date:** 06/22/04

Date: Tue, 22 Jun 2004 00:10:01 -0700

I may be wrong but I thought i heard that quake or doom (i am not into games) was rewritten in managed code as an experiment(!) and that it ran approx 90% the speed of the original.

guy

"HerrLucifer" wrote:

> I am each day becoming more and more addicted to the new .Net  
> framework because of its cool RAD facilities. However, performance and  
> speed is extremely important for my application development. I have  
> done many various tests to compare the performance speed of  
> applications written in C++ 6.0 V.S. the same ones in VB.Net or  
> VC#.Net . The result were quiet the same( i am not sure if i have go  
> the right path!). But I know C++ exe files use "KERNEL32.DLL" directly  
> while .Net exe files are first taken in by "MSCOREE.DLL", which in  
> itself depends on "KERNEL32.DLL and "ADVAPI32.DLL", and then they are  
> executed.  
>  
> I need you expert guys out there help me more on this issue.  
> eg: Is .Net really suitable for making 3D games? or such applications  
> which really  
> consume CPUs.  
> (Also, comparing applications load time, I think C++ ones are always  
> the winners)  
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> ---  
> Best Regards  
> Herr Lucifer  
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