

## Re: VS.NET Perfomance and speed question ( Comparing with C++ Apps)

**Source:** <http://www.tech-archive.net/Archive/VisualStudio/microsoft.public.vsnnet.ide/2004-06/0359.html>

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<http://www.codeproject.com/managedcpp/Quake2.asp>

"guy" <guy@discussions.microsoft.com> wrote in message  
news:DAD82F94-D43D-42FA-8100-26A37045D4C8@microsoft.com...

> *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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microsoft.public.vsnet.ide: Re: VS.NET Performance and speed question ( Comparing with C++ Apps)

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