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Subject: Re: Question about nVidia's CUDA.

Posted by [saberhawk](#) on Mon, 25 Aug 2008 10:16:03 GMT

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Ghostshaw wrote on Mon, 25 August 2008 04:48 Well yeah unless you run PhysX of course .  
Anyway I see a problem with moving Physics to the GPU, it means a Game Developer will have to choose wether he makes kickass Physics or kickass GFX and I am afraid that most will choose GFX over physics.

Unless the physics you run on the GPU don't ever need to come back to the CPU, like particles and 'splotions!

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