



# Blocks of work in parallel in DX9...

- Or... - *Why ATI's DFC is "f\*\*king amazing"*
  - [XXX - Nick was too gentle this morning, be 'assertive'...]
- Handling units of work in parallel
  - 16 pixels in an X1800
  - 48 pixels in an X1900
  - "some number" in our future hardware
- What do I mean by handling 16 pixels in parallel in an X1800?
  - Consider "If (a) then b else c"
  - If 'a' is always true, or always false then our life is easy, so we do the job the quick way
  - If 'a' is sometimes true then our life is hard