

Doom 3 1.3.1302 Linux Performance

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A few days ago, a new point release for Doom 3 was released along with an SDK (Software Development Kit) update. Among other things, there are some substantial improvements in the Linux update, mainly with PunkBuster, EAX support, the installer, and variety of other fixes. Overall, Timothee Besset (Doom 3 Linux port maintainer) has done a great job with this new patch, however, are there any performance benefits or losses from this latest patch? The id Software Doom 3 1.3.1302 patch performance is the focus of this article.

One of the un-documented adjustments in the standard change log is the adoption of a new installer. We feel the 1.3.1302 installer is MUCH improved over the 1.1.1282 and 1.1.1286 versions.

As Timothee Besset, the Doom 3 Linux port maintainer, was facing some troubles with using SSE2 code in the initial Doom 3 Linux release, we were expecting to see some performance benefits when we had upgraded to this new release (1.3.1302). Unfortunately, this wasn't exactly the case. Once we had upgraded, there was roughly a 4-10 FPS drop in the average frame-rate in all of the different benchmarks we ran. The results however were much closer as the image quality on the 1.3.1302 version was increased. Even with the decrease in performance, and we hope this is only a temporary situation until the next patch is released, the substantial changes made in Doom 3 v1.3 can significantly enhance the game-play thus it's recommended to make the Doom 3 upgrade.

[Full Review](#) [2] with benchmarks and graphs.

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