
The Yakyuken Special Pc



DOWNLOAD: <https://byltly.com/2ip7vb>



) and haven't had any issues with it. It's not like it's some wonderful discovery like AMD had with the R290, that turns everything into a wonderful shining light of speed. ----- polote One of the most common use case of H264 are streaming over the internet. However H264 decoding is not the best you can do. As far as I know, there is no hardware decoder out there that will get good results. So you need to use software decoder in hardware. And that is what is done by the xbox360. If you check the PS3 or any gaming machine, they will use another standard, CUDA, to do the decoding ~~~ cubano Also for those that don't know, the h264 encryption/decryption with mp4 is really easy to implement and results in a little over 3x the speed of a decoder than other, more complex encoders. wladimir The key/IV matching part is probably very fast, but still three times slower than a software decoder. anonymous ... and the PC version will not run on Windows 8. D'oh. That's what I get for using Steam instead of a direct download. alanh It _does_ say "Windows 7, Vista, and XP." I do assume though that since the CDN-hosted version is Windows 7+, it _is_ compatible with 8. Shorel This is great news, but I have to say that this is way more than I expected. I thought it would be much simpler and easy to implement. guylhem LOL "multicore" I was expecting real power :-) But actually, a slightly more powerful "personal PC". pilif What? How is that a negative statement? I'm hoping that's how the next gen consoles will deliver power as well: -2 extra cores (4 threads total) and double the number of gfx-cores (i.e. 20 vs 10 for the current xbox360) -bigger, faster memory bus -better memory controller The 360 has a single memory controller, AMD doesn't even have their own memory 82157476af

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