How will the 3D Prophet Kyro series perform with non-gaming software?

The 3D Prophet 4500 and 3D Prophet 4000XT cards work equally well with home and business applications. The cards provide solid 2D acceleration and offer excellent video playback, with video acceleration features and hardware motion compensation. The biggest impact of high AGP transfer can be found on integrated graphics (no dedicated RAM, thus all the texturing is handled in AGP transfer) and on boards with limited frame buffer (requiring a lot of update of its on-board stored textures).

However, the 3D Prophet 4500 and 3D Prophet 4000XT cards architecture are not adapted to CAD application. Indeed, the principle of CAD is that every surface is calculated and rendered, even hidden surfaces in order to handle in the PC the full data description of the 3D object. 3D Prophet 4500 & 3D Prophet 4000XT Tile Based Rendering architecture are dedicated to calculating and rendering only the visible surfaces, hidden surfaces are not even calculated, which on the other hand grants impressive performance in games.

So when used in CAD, 3D Prophet Kyro Series calculate all the surfaces, even hidden ones, which disables its Tile Based Rendering feature, and makes it slow in CAD.