

### **How can you explain the slowdowns I encounter when playing GP3?**

In most games, for optimal performances, 2D rendering and 3D rendering are processed once per frame, one after the other, to complete the scene. GP3 functions differently by keeping on alternating rendering 2D and 3D parts of the scenes.

To process Hidden Surface Removal, the Kyro II chipset needs to have the whole geometry of the scene to be rendered. GP3 is actually unfriendly to Kyro II architecture. GP4 won't have such issue with Kyro II.