

Published on *Tux Machines* (<http://www.tuxmachines.org>)

[Home](#) > [content](#) > Benchmarking Deepin 2014 With DDE 2.0 Using Linux Games

Benchmarking Deepin 2014 With DDE 2.0 Using Linux Games

By *Rianne Schestowitz*

Created *07/07/2014 - 2:27pm*

Submitted by Rianne Schestowitz on Monday 7th of July 2014 02:27:59 PM Filed under [GNU](#) [1]

[Graphics/Benchmarks](#) [2] [Linux](#) [3] [Moz/FF](#) [4] [Gaming](#) [5]

The Deepin Desktop Environment is written using Google's Go language and makes use of heavy HTML5. DDE also uses Compiz as its compositing window manager. As in the past some desktop environments / window managers have impaired the full-screen Linux gaming performance, I ran some simple Linux gaming benchmarks on Sunday to see if the Deepin 2014 performance differed at all from upstream Ubuntu 14.04 LTS. Ubuntu 14.04 was tested with the stock Unity 7.2 desktop using Compiz, GNOME Shell 3.10.4, and Xfce 4.10 all from the stock Trusty Tahr archive.

[6]

[GNU Graphics/Benchmarks Linux Moz/FF Gaming](#)

Source URL: <http://www.tuxmachines.org/node/67210>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/144>

[2] <http://www.tuxmachines.org/taxonomy/term/148>

[3] <http://www.tuxmachines.org/taxonomy/term/63>

[4] <http://www.tuxmachines.org/taxonomy/term/118>

[5] <http://www.tuxmachines.org/taxonomy/term/69>

[6] http://www.phoronix.com/scan.php?page=article&item=deepin_2014_dde&num=1