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Subject: Re: On popular theme

Posted by [fudadmin](#) on Mon, 20 Feb 2006 14:28:30 GMT

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unodgs wrote on Mon, 20 February 2006 09:18luzr wrote on Mon, 20 February 2006 08:25

Well, I am not sure - I think there always be GDI+ layer over Direct3D (at least, GDI+ now seems to me is the preferred graphics for .NET apps).

If so, we can stay with gdi+, less work to make Draw compatible with vista. However, using directx directly probably will be slightly faster and give us more flexibility.

From my googling experience directx is sometimes slower. And "slightly faster" is not an advantage. Especially when you compare using canvas vs scanlines (AGG technology) - up to 1:300 speed:

Quote:I timed both routines, calling each one of them ten times in a 1024x1024 bitmap. Button1Click averaged 7298ms per call, while Button2Click averaged 24ms per call. That's about 300 times faster using scanlines.

<http://bdn.borland.com/article/0,1410,29173,00.html>

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