
Subject: Can you test this is in Win32?

Posted by [mirek](#) on Mon, 20 Apr 2020 09:56:20 GMT

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I have suspicion that Win32 GDI is not HW accelerated anymore. Anybody with Windows and a bit of time, can you please test this:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    DDUMP(GetDeviceCaps(GetDC(NULL), SHADEBLENDCAPS) & SB_PIXEL_ALPHA);  
}
```

(If you do, please also send info about Windows version and your GPU).

Mirek
