
Subject: "New draw" performance preview...

Posted by [mirek](#) on Thu, 24 Nov 2005 15:21:45 GMT

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Well, we are at tough decision point with the new Draw system. This is quite controversial stuff - it goes against anything that is regarded to be a "correct behaviour" (bypassing all graphics accelerators, drawing just to plain ARGB memory surface), OTOH it would solve countless problems (and maybe generate other set of problems).

In order to make some real tests, I have created a simple performance demo. It should demonstrate how fast would be new Draw be when used to paint pages full of text (which in the end is the main performance problem always). Note that in this demo, no scroll is used, full page is always repainted to without use of any HW acceleration to memory surface and then moved to VGA.

This simple Win32 executable should work on any Win32 machine (I have just tested it with 486/66Mhz/Win95 - sluggish, but worked).

It reacts only to vertical mouse movement and left click switches between normal and antialiased text rendering.

Please report how it feels.

UPDATE: In order to give it more realistic text density and look, I have added right-click as another switch.

File Attachments

1) [CDraw.zip](#), downloaded 1977 times
