
Subject: UPDATE: New Draw Performance preview revisited

Posted by [mirek](#) on Fri, 25 Nov 2005 09:51:18 GMT

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I have extended my simple demo. It has now following functions:

- pressing left mouse button toggles font aliasing (in memory draw mode)
- pressing right mouse button toggles context
- pressing left mouse button with Ctrl key activates "autoscroll" mode
- pressing right mouse button with Ctrl key toggles memory surface rendering and GDI (HW accelerated) rendering.
- window caption now shows actual FPS reached

To my BIG surprise, HW accelerated rendering is not significantly faster than software rendering and sometimes it is even SLOWER!!!! (And my GPU is no low-end - 6600GT. And it is Win32, where HW accelerated rendering is much faster than in X11.)

Quite an argument in favor of new software rendering...

Of course, still possible that there is bug in the demo

Please download new demo and check with your hardware....

File Attachments

1) [CDraw.zip](#), downloaded 1757 times
