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Subject: GDI, and therefore, Draw performance on Vista

Posted by [Tom1](#) on Tue, 25 Sep 2007 09:34:18 GMT

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Hi folks.

Has anybody done any work on creating a GDI+ based intermediate layer for Draw?

I'm not entirely sure, but it appears to me that Microsoft has effectively put GDI on a side track on Windows Vista. If I get it right from what I've read from a few sources on the web, any GDI drawing is now done by the CPU -- not by the GPU as before -- to an image buffer which is then pushed to the graphics device as a bitmap. The performance penalty is huge. (Using aero or not does not appear to make any difference at least on my platform:

AMD64/GeForce7600GS/Vista64.)

From what I assume, GDI+ should use GPU. If anybody knows better, please let me know.

// Tom

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