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Subject: Re: GDI, and therefore, Draw performance on Vista

Posted by [mirek](#) on Tue, 25 Sep 2007 09:46:48 GMT

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Tom1 wrote on Tue, 25 September 2007 05:34Hi 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

I have not noticed any GDI slowdown with my Vista Business.

IMO it is quite opposite - GDI+ is the software solution. Unlikely to be changed anytime soon.

OTOH, GDI+ support would be nice.

Mirek

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