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

Posted by [Tom1](#) on Wed, 26 Sep 2007 09:04:13 GMT

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OK, finally I'm back on track. The solution to get expected performance on Vista 64 is that BackPaint() needs to be enabled on the control. This does not have noticeable speed effect on WinXP or Win2k, but on Vista it results in about 4.5x performance penalty on heavy vector graphics, if BackPaint() is not used.

Another subject: Support for Microsoft Windows SDK v6.0. I went through compiling with x64 the packages (from Upp709dev1) I need for my software and noticed some issues that need to be addressed. Please find attached the list of warnings/errors and also the MSC8x64.bm file that works with Microsoft Windows SDK v6.0 x64 on Windows Vista. I chose not to submit the fixes, since correcting the code takes less time than verifying my thoughts about it.

Mirek, I hope you can pick these up for the next developer version of Upp.

// Tom

File Attachments

1) [64bit-things.zip](#), downloaded 347 times
