
Subject: Re: UPDATE: New Draw Performance preview revisited

Posted by [mirek](#) on Mon, 28 Nov 2005 21:46:52 GMT

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kaos wrote on Mon, 28 November 2005 15:27Hi, i tested this little cute app now on my work pc (p4 3ghz, radeon 9200SE) and my home pc (2400+ athlon, radeon 9800pro) and the results were quite distinct, gdi was slower here in all cases (measured by the fps when auto scrolling).

Interestingly the difference was much less on my work pc then at my home box:

work: gdi: 90fps [dropped to < 50 with cleartype]

mem: 105fps

home: gdi: 22fps [strangely almost no difference to cleartype]

mem: 50fps

the difference in aa on/off was quite negligible

so this is really looking promising to me (while i cant really explain the difference between my work and home pc)

btw: i cant wait for the mac os port (:

Thank you! Posting results really helps me.

BTW, one interesting thing I have found is that the reason why GDI is slow (in case when it is accelerated well) is that with growing "scene" complexity, there is simply too much calls to GDI and time is wasted just in context switches (which does not apply to software based rendering).

If I alter this example to draw '0' using single DrawText command (mens whole lines have single color), on my desktop GDI FPS immediately outperforms software by factor 5 or more. Anyway, activating ClearType inverses this situation once again....