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Subject: Re: Painter future

Posted by [Tom1](#) on Wed, 25 Feb 2009 15:09:04 GMT

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Changing the line width to 4 pixels on my system yields the following change in results:

Painter polylines: 210 ms -> 243 ms

Draw polylines(using GDI): 5 ms -> 43 ms

OpenGL polylines (using GLCtrl): 32 ms -> 31 ..34 ms

NOTE: Only line widths of 1 are required to be supported by any OpenGL implementation, so drawing polylines wider than 1 pixels will have to be mapped to polygons anyway for OpenGL to ensure compatibility across platforms.

In my opinion, the most notable change is with GDI performance level dropping from the "awesome" level to just "OK".

// Tom

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