Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by Mindtraveller on Wed, 26 May 2010 17:57:03 GMT
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kohait00 wrote on Wed, 26 May 2010 20:43i'd need even 1/20 = 50 ms refreshtime..so 200ms is a compromise
Then, believe me, you MUST use OpenGL/DirectX for this. No alternatives.

The frame rate you require is beyond GUI abilities (this means that there is no way to guarantee that operating system will refresh window with rate you required). This is especially important for POSIX/X11 systems.

So, graphics acceleration is your only choice here.
And - if you wish to use accelerated control like DHCtrl (I don't remember exact name), please consider using ONE accelerated control per application, not many.