Still off-topic:

I don't know enough about CtrlPaint internals to comment on that one.

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It seems, I have given you wrong/misleading information on the GDI performance. Sorry. Here is some more appropriate data on some raw rendering tests I did on Windows 7 x64. The results are in ms:

	thin 1px line	3px line	simple polygons
Draw(GDI)	0.892	10.563	7.02
Painter	36.75	41.200	27.405
GLCtrl	1.722	2.153	9.845
Direct2DAA	87.615	8.667	12.588
Direct2DNOAA	1.649	1.638	9.400
SimpleDraw	2.144	n/a	n/a

I'm quite a bit surprised myself since the difference was not this big in my application. This is probably because the application computes quite a bit when resolving the coordinates for viewing.

Anyway, the results are still in favor of GDI.

SimpleDraw is a simple aliased renderer I made that draws only narrow lines to ImageBuffer. (My application draws a lot of 1px narrow lines, so my point of view is clearly biased here.)

GLCtrl on my platform also draws aliased objects even if smoothing is enabled. Do not know why.

Painter does not improve much if it is turned into NOAA mode.

In my opinion these results do not justify switching away from Draw and GDI, but having SetSurface available and well optimized on any platform is important.

Best regards,

Tom