
Subject: Re: Introducing OSVGS
Posted by [Tom1](#) on Mon, 28 May 2012 07:03:30 GMT
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Hi Koldo,

The start-up delay is caused by benchmarking the drawing performance each time the display is updated. By clicking the uncovered window area with left mouse button, you can get the performance report of the previous refresh.

The main.cpp for the OSVGS_Demo includes the TEST macro, in which `int reps=2000;`. Change to `reps=1;` and it starts reasonably fast. However, the benchmarking will not give proper results then because the timer resolution is not sufficient for such short test periods.

```
#define TEST(_function_,_result_) { \  
    dword begin;\br/>    dword end;\br/>    int reps=2000;\br/>    dword zero=ms_timer;\br/>}
```

Thanks for your interest.

Best regards,

Tom
