
Subject: Re: Should we double-buffer by default?
Posted by [unodgs](#) on Tue, 18 Jul 2006 13:56:14 GMT
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luzr wrote on Tue, 18 July 2006 09:23

Now reading Qt docs, since Qt4.0 they do doublebuffering as the only option. Should not we too? (OK, this whole message is for Daniel in the first place...

Thank you Mirek

Indeed, to answer if double-buffering should be used as default is not easy. Generally idea is great and it solves many corner issues with painting.

The main problem with double-buffering is speed of drawing, which is depended mainly on graphics card and the screen resolution. Unfortunately I always had feeling that apps that are working in full screen in double-buffering mode are less responsive (at least when win32 api (gdi) is used) than "classical" painted ones (even if cpu has 1ghz and modern gfx card like gf4 were used).

I will try your new code today evening and then I'll be able to say more. I think that we should make tests in apps working in maximized modes in resolutions 1024x768 and 1280x1024. In smaller windows there should not be any noticeable difference.