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Subject: Re: Should we double-buffer by default?

Posted by [unodgs](#) on Tue, 18 Jul 2006 21:43:52 GMT

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luzr wrote on Tue, 18 July 2006 10:36

Just a sidenote - while I do not quite like that kind of argument, I have to mention that gf4 is not "modern gfx". 7xxx is "modern". gf4 is 5 years old...

Modern in sense of momory bandwitch, speed of drawing 2d primitives - not 3d stuff

From my experince I know that in win32 env gdi work faster (and the double-buffering as well) if memory<->gfx transfers are fast.

Eg p41.7 + gf2mx 32mb was faster (I cosider double-buffering mode in upp and opera that uses qt) than duron 1ghz + gf4200Ti (128MB).