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

Posted by [unodgs](#) on Wed, 19 Jul 2006 06:34:16 GMT

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luzr wrote on Tue, 18 July 2006 17:57I believe that double-buffering does not do memory<->GPU transfers, on decent card with good driver...

I've found on usenet:

Quote:

Bitmaps created by CreateCompatibleBitmap() are managed by the video driver. They may or may not be in video memory.

John - Microsoft Developer Support

So if the backbuffer is created in system memory (maybe from unknown reasons on my duron it was) gfx<->memory transfer speed is important.

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