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

Posted by [fudadmin](#) on Fri, 21 Jul 2006 02:52:47 GMT

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What if to write own display driver (miniport etc.) (at least for Windows), use mapping file for video memory? Customizable resolutions?...

WDDM is coming with Vista, as I as understand...

Motion blurr would be good and vsync ...

How do some people do that?:

Quote:

OpenGL API hardware and software support (Microsoft OpenGL, SGI OpenGL, and Mesa

Support for Mesa with full source code

SciTech Game Framework (with source) for creating commercial-quality games

Sprite Library for hardware and software sprite management

Support for hardware triple buffering

Support for stereo LC shutter glasses (requires hardware stereo support)

Improved performance for many low level rasterization functions

Highly optimized 32 bit assembler rasterization for maximum speed

Full hardware and software double/multi-buffering support

Hardware scrolling/panning surfaces

Rendering direct to video memory, off-screen video memory and to system memory buffers

Full linear surface virtualization under DOS and Windows

Real-time 8 bit dithering

http://www.scitechsoft.com/products/dev/mgl_home.html
