Subject: Can you test this is in Win32?
Posted by mirek on Mon, 20 Apr 2020 09:56:20 GMT
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I have suspiction that Win32 GDI is not HW accelerated anymore. Anybody with Windows and a bit of time, can you please test this:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN
{
 DDUMP(GetDeviceCaps(GetDC(NULL), SHADEBLENDCAPS) & SB_PIXEL_ALPHA);
}
```

(If you do, please also send info about Windows version and your GPU).

Mirek

Subject: Re: Can you test this is in Win32?
Posted by Tom1 on Mon, 20 Apr 2020 10:59:48 GMT
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Hi,

This returns zero for me. Windows 10 professional x64, Intel core i7 integrated Intel HD 4600 graphics.

Best regards,

Tom

Subject: Re: Can you test this is in Win32?
Posted by przem_kaz on Mon, 20 Apr 2020 12:43:45 GMT
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Hi Mirek,
In my case it looks like the same as for Tom1 - I've got a zero.

```
GetDeviceCaps(GetDC(0), 120) & 0x00000002 = 0
TIMING DarkTheme      :  8.00 ms - 135.58 us ( 8.00 ms / 59 ), min:  0.00 ns, max:  1.00 ms,
```

nesting: 0 - 59

Win10 (1903)
CPU: Core i7-8550U
GPU: Intel(R) UHD Graphics 620

Regards
Przemek

Subject: Re: Can you test this is in Win32?
Posted by Didier on Tue, 21 Apr 2020 20:40:33 GMT
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I have exactly the same output on an HP Zbook with the laptop screen (which suspect always uses the HD Graphics 4600)
I will test with another screen tomorow since I also have an Nvdia Quadro K2100 in my Zbook

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Subject: Re: Can you test this is in Win32?
Posted by mirek on Wed, 22 Apr 2020 06:05:07 GMT
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Thanks to everybody, I think at this point more testing is not necessarry. The result is that in current Windows, GDI is not HW accelereated, or at least it is not reported as such by API.

Mirek

Subject: Re: Can you test this is in Win32?
Posted by Didier on Wed, 22 Apr 2020 07:55:28 GMT
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Hi Mirek,

Same result with my K2100 and external screen (I checked that it was really this GPU that is used)
