Subject: Funny experiences with AlphaBlend....
Posted by mirek on Fri, 10 Mar 2006 13:18:12 GMT
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I have started to work on new Image / Draw.

In the process, I am adding Image with alpha channel.

Win32 hase since Win98 dedicated GDI function "AlphaBlend". OK. While in process I have decided to provide fall-back code for older Win32 versions.

To my surprise, visual quality of my code were different - and better - more correct than supposedly HW accelerated one.

OK, then I went on to measure performance - no surprise there, HW is 5 times faster. Anyway, fallback code was still fast enough, at 100us per rendering of single 60x60 image.

Well, interesting. Next attempt - over terminal services and my 256Kb/s line to distant machine (this is in fact quite important if you want to create reasonable framework useful for the real bussines). I expected HW to outperform fallback code significantly.... but fallback code was actually faster by almost 20% (160us vs 200us).

Moreover, results of AlphaBlend on my legacy test rig (Win98, 486DX, 1MB Trident VGA) were completely invalid (visually wrong).

Well, I guess I will not use AlphaBlend after all... (now going to test what it does with printing...)

Mirek