

	Size: 550 x 550				Size: 250 x 250				Size: 32 x 32 - 400+ of them		
	NO ROTATION				NO ROTATION				NO ROTATION		
	Fill	Solid Texture	Mandel Texture		Fill	Solid Texture	Mandel Texture		Fill	Solid Texture	Mandel Texture
DFB	57	54	7		57	57	23		18	11 to 18	4
DFB (video mem)	54	56	57		57	57	57		10	11	15
PXC	55	56	26		56	56	56		29	29	18
	550 x 550 square	WITH Blending	100 Frames drawn		250 x 250 square	WITH Blending	100 Frames drawn		32 x 32 square	WITH Blending	100 Frames drawn
	Size: 550 x 550				Size: 250 x 250				Size: 32 x 32 - 400+ of them		
	WITH ROTATION				WITH ROTATION				WITH ROTATION		
	Fill	Solid Texture	Mandel Texture		Fill	Solid Texture	Mandel Texture		Fill	Solid Texture	Mandel Texture
DFB	56	56	6		56	56	22		14	10	3.3
DFB (video mem)	56	56	6		56	56	22		10	10	3
PXC	37	37	7		56	56	24		14	14	4.2
	550 x 550 square	WITH Blending	100 Frames drawn		250 x 250 square	WITH Blending	100 Frames drawn		32 x 32 square	WITH Blending	100 Frames drawn
Summary	<p>Similar or Better performance for Non-Rotated images.</p> <p>Possible improvements if pxScene can use DFB "Video Memory" backed surfaces.</p> <p>Need to investigate</p>				Similar or Better performance across the board				Similar or often Better performance - especially without rotation		