FRAMEWORK

WIN UI	JAVA 2D	TKINTER	PYGAME
WIN API	JAVA SWING	WXPYTHON	PYGLET
GDI+	QT5	WXPYTHON (DIRECT2D)	GTK
DIRECT2D	QT6	SDL2 (DIRECT3D)	GLUT
DIRECT3D	PYQT5	SDL2 (OPENGLES)	GLEW
BLEND2D	PYQT6	SDL2 (OPENGL)	SFML
CAIRO	PYQT6 (QUICK)	SDL2 (SOFTWARE)	SKIA
FLTK			

UNITY	GODOT	UNREAL ENGINE 5
E-PRIME	PSYCHOPY	OPEN SESAME

REFRESH RATE

60 Hz

500 Hz

VSYNC

VSYNC

NO VSYNC

SIZE

SMALL

LARGE

FULL-SCREEN

MEASUREMENT PROGRAM

GETPIXEL	BITBLT	GETDBITS	WINDUP

framework latency

end-to-end latency