

Re: GetRenderTargetData() issues

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.graphics/2006-05/ms>

- *From:* Murrgon <murrgon@xxxxxxxxxxxx>
 - *Date:* Wed, 10 May 2006 14:14:39 -0400
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From everything I have read, before GetRenderTargetData() can actually do the copy, all pending operations on the device **must** be completed before hand. Thus you are going to introduce this huge wait while everything finishes before it will copy the data for you.

The call to GRTD(), in my case, takes a lot longer than the call to lock the resultant texture. I don't see how the lock could possibly take longer, as you are locking a **system memory** surface, which is generally pretty fast.

Stephan Schaem wrote:

It should not stall.

What should stall is the lock of the system surface to access the result of GetRTData()

Stephan

"Murrgon" <murrgon@xxxxxxxxxxxx> wrote in message news:eirHFREdGHA.1276@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Are there any rules or tips about using GetRenderTargetData() in the most optimal way? I realize it stalls the pipeline, but I'm wondering if there are better times to call it than others. I have seen some code on the net that uses an IDirect3DQuery9 to force a flush before calling GetRenderTargetData(). If GRTD is going to do a flush anyway, is this really going to improve anything?

Thank you