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Thread: [GPU accelerated GDI+ rendering \[Win2D\]](#)

Cornflower Blue ???-?— - September 6, 2014, 8:14 am

Microsoft just released Win2D a GPU rendering library, much like XNA. This is designed for 2D games, and uses the Direct2D api.

Quote:Win2D is an easy-to-use Windows Runtime API for immediate mode 2D graphics rendering with GPU acceleration. It is available to C# and C++ developers writing Windows Store apps for Windows 8.1 and Windows Phone 8.1. It utilizes the power of Direct2D, and integrates seamlessly with XAML and ICoreWindow.

Win2D is work in progress and evolving rapidly. The goal of releasing this code in an early, incomplete state is to solicit early developer feedback.

You can view the code here

<https://github.com/Microsoft/Win2D>

You can also read more here

<http://blogs.windows.com/buildingapps/2014/09/05/introducing-win2d-gpu-accelerated-2d-graphics-programming-in-the-windows-runtime/>

Get started guide here

<http://microsoft.github.io/Win2D/html/Introduction.htm>

You can even use this to replace GDI as the methods look the same, so Barret, if you are reading this, I would love you to replace your GDI in Tango with this, same as for your overlay system.

I am going to look into this soon, and hopefully make some tutorials on it, like I did with XNA. But would love to know what other people think of this.

EDIT: Seems like this will only work on windows 8.1+, not too sure tho.

SIM-1847363 - September 6, 2014, 9:44 am

I'm so happy, i might try xna(Win2D) again. Thanks for telling the community!

Cornflower Blue ???-?— - September 6, 2014, 9:52 am

(Sep 6, 2014 09:44 AM)Nettro Wrote: [\[CITE\]](#) I'm so happy, i might try xna(Win2D) again. Thanks for telling the community!

Yeah I wana try this out too, busy with a job tho. I told everybody that they was making something new to replace XNA, nobody believed me, guess this is it. No Xbox support in this tho, just windows phone and windows.