Before Direct Access

Games have traditionally avoided Windows' graphics facilities, because games need much faster graphics than GDI provides. By accessing the hardware directly, games get the performance they need but lose the hardware independence that Windows apps enjoy.

Windows 3.x DOS-based games Video, graphics, fonts Windows Graphics, Video fonts memory What Video for Windows User chip set? GDI Da Windows graphics driver DQ driver If card = \$3 If card = ATIIf card = Matrox