

OpenGL EA8 : javax.swing.plaf.metal.MetalLookAndFeel  
Startup Time: 941  
Sub-Menus = 218 (Paint = 0)  
TextArea = 610 (Paint = 693)  
Sliders = 641 (Paint = 502)  
Lists = 359 (Paint = 493)  
Table Rows = 443 (Paint = 213)  
Tree = 749 (Paint = 813)  
Score: 4070

Metal EA8 : javax.swing.plaf.metal.MetalLookAndFeel  
Startup Time: 942  
Sub-Menus = 209 (Paint = 0)  
TextArea = 657 (Paint = 693)  
Sliders = 1050 (Paint = 502)  
Lists = 376 (Paint = 493)  
Table Rows = 543 (Paint = 213)  
Tree = 1196 (Paint = 814)  
Score: 5064

Metal with DisplayLink patch:  
javax.swing.plaf.metal.MetalLookAndFeel  
Startup Time: 940  
Sub-Menus = 188 (Paint = 0)  
TextArea = 622 (Paint = 693)  
Sliders = 1025 (Paint = 502)  
Lists = 356 (Paint = 493)  
Table Rows = 535 (Paint = 213)  
Tree = 1099 (Paint = 814)  
Score: 4860

OpenGL EA8 : javax.swing.plaf.nimbus.NimbusLookAndFeel  
Startup Time: 953  
Sub-Menus = 1157 (Paint = 0)  
TextArea = 522 (Paint = 602)  
Sliders = 975 (Paint = 502)  
Lists = 409 (Paint = 493)  
Table Rows = 469 (Paint = 212)  
Tree = 713 (Paint = 814)  
Score: 5327

Metal EA8: javax.swing.plaf.nimbus.NimbusLookAndFeel  
Startup Time: 972

Sub-Menus = 1141 (Paint = 0)  
TextArea = 584 (Paint = 602)  
Sliders = 1016 (Paint = 502)  
Lists = 392 (Paint = 493)  
Table Rows = 515 (Paint = 212)  
Tree = 849 (Paint = 814)  
Score: 5607

Metal with DisplayLink patch:  
javax.swing.plaf.nimbus.NimbusLookAndFeel  
Startup Time: 952  
Sub-Menus = 1132 (Paint = 0)  
TextArea = 643 (Paint = 602)  
Sliders = 910 (Paint = 502)  
Lists = 396 (Paint = 493)  
Table Rows = 519 (Paint = 212)  
Tree = 880 (Paint = 814)  
Score: 5569