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Subject: Re: Painter 2.0

Posted by [cbpporter](#) on Fri, 13 Feb 2009 09:03:09 GMT

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Hmmm, looks nice and it does not have that completely unusable interface of AGG. When I used AGG I had the feeling that my entire program consisted only out of typedefs.

I haven't tested it yet, but if you claim it is 10% faster, I believe you . The question is how much can it do compared to AGG? Does it do subpixel rendering and does the result have the same quality as AGG version? And can it do more fancy stuff, like using a bitmap for a stroke pattern and delivering high quality path adaption while doing it?

I ask this out of curiosity. I don't really need software HQ rendering right now, but it's good to have it at you fingertips.

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