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Subject: Re: Painter 2.0

Posted by [mirek](#) on Fri, 13 Feb 2009 10:00:18 GMT

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cbpporter wrote on Fri, 13 February 2009 04:03Hmmm, 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?

AGG does not do subpixel rendering (at least AGG2.4 regular version).

Subpixel rendering is using "RGB" subpixel of LCD screen.

What AGG and Painter2.0 do is "subpixel precision" and antialiasing.

I might add subpixel rendering later, it should be quite simple (just another rendering filter .

Quote:

And can it do more fancy stuff, like using a bitmap for a stroke pattern and delivering high quality path adaption while doing it?

It can use bitmap as stroke pattern, but not as stroke 'dash'.

The primary motivation was to match SVG/PDF and that is (more or less) achieved.

Quote:

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.

Yep. It will also solve a couple of issues with dependency on system GUI (which is not good for webservers).

Mirek

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