Subject: Subpixel rendering
Posted by mirek on Sat, 21 Feb 2009 16:24:35 GMT
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Today I have spend some time trying to implement subpixel rendering (that is the technique using individual RGB subpixels to enhance horizontal resolution).

I am not quite sure whether it is worth it:)

See enclosed pictures and tell me if you see the difference, please:)

(One is using normal aliasing, second employs subpixel rendering).

Mirek

File Attachments

1) normal.PNG, downloaded 1514 times

QTF

QTF is the native format of Ultimate++ rich texts (formatted texts).

It is byte oriented format. Bytes with values 2-31 are ignored. Other are interpreted as characters or formatting commands.

Letters (a-zA-Z), numbers (0-9), space (32) and characters

. , ; ! ? % ( ) / < > #

and bytes greater than 127 are guaranteed to be never used as command characters (not even in future versions of QTF). Other characters should be prefixed with escape character ` (reverse apostrophe). Group of characters can be escaped using byte 1. Example:

```
"a[x][* bold]"
```

Byte 0 represents the end of input sequence.

Dimension units of QTF are dots - one dot is defined as 1/600 of inch.

Colors are described as either number 0-9, with meaning

0	1	2	3	4	5	6	7	8	9
Black	LtGray	White	Red	Green	Blue	LtRed	WhiteGray	LtCyan	Yellow