Subject: Re: Subpixel rendering Posted by mirek on Sun, 22 Feb 2009 17:52:51 GMT View Forum Message <> Reply to Message

OK, after fixing the bug and optimizing:

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- it really shows, especially with italics and thinner fonts
- it can be up to 60% slower (in 'Lion' test) than normal mode

I am not posting more screenshots, just test PainterExamples from svn...

U++ Forum

Anyway, to make the long story short, we have now subpixel rendering in Painter, with modest price of 2KB of code...

Mirek