Subject: Re: Subpixel rendering
Posted by mirek on Sun, 22 Feb 2009 19:26:56 GMT

kodos wrote on Sun, 22 February 2009 13:17Nice

And I think the 60% are OK for subpixel rendering. For text it is well worth it.

Interestingly, for text it is much less (~10%). I think that it is caused by fact that text spends a lot of time parsing glyph definition and then approximating quadratic curves (which is same for normal mode). I guess that in future, we might want to introduce some optimizations for text rendering. OTOH, it quite depends on Painter usage scenarios.

Lion test is mostly about filling polygons, no expensive glyph parsing, no quadratic curves.

Mirek