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Subject: Re: Subpixel rendering

Posted by [mirek](#) on Mon, 23 Feb 2009 09:54:30 GMT

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cbpporter wrote on Mon, 23 February 2009 04:24I looked at the screenshots on several different LCD, and on average office LCD, they look almost identical. Upon more closer inspection, the second looks slightly better, but more blurry. On a more high quality and resolution display, the difference is more pronounced, and the second looks better, nut not universally. So I guess I vote for the second.

But were the screnshots taken under Windows? Because they both look horrible and are hard to read when compared to simple native Windows rendered text (ClearType) . Maybe results are better under Linux, where antialised fonts are generally ugly.

There were some bugfixes on the way, better check PainterExample from svn...

But of course, it is not the same thing as Cleartype. Generally, Painter will always prefer subpixel accuracy, that in some cases might lead to blurring...

Mirek

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