Subject: Re: Painter 2.0
Posted by Mindtraveller on Tue, 03 Mar 2009 22:52:57 GMT

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Just a few words about Painter after a little using it.

First of all, big thanks to U++ authors. Antialising was jusr the thing I was looking for some applications. This makes visualization really eye-candy in a number of cases. Very useful thing, thanks!

Second, I`ve found very little bug in PainterExample when tested it with BackPaint:
//lines 84-85 @ main.cpp:
```
  for(int y = 0; y + 32 < sz.cy; y += 32)
   for(int x = 0; x + 32 < sz.cx; x += 32)
```

//should be changed to
```
  for(int y = 0; y < sz.cy; y += 32)
   for(int x = 0; x < sz.cx; x += 32)
```

Third, one little remark about Subpixel antialiasing mode. This makes lines look better but text looks too blurry, especially middle-sized. It`s bad for eyes IMO. So when one draws any complex things with good (subpixel) quality - it looks like one needs to split drawing in two stages. One for text (simple AA), and second for geometry (subpixel AA). This looks too complex.
These are just my thoughts and I`m not a professional in subpixel AA applied to fonts, so I may be wrong of course. A kind of user`s point of view.