Subject: Antigrain author on text rasterisation Posted by Mindtraveller on Mon, 24 Jan 2011 14:07:03 GMT

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Finally someone explained why Apple fonts are good, why M\$ fonts are worse and Linux fonts are ugly.

http://www.antigrain.com/research/font_rasterization/index.h tml Author proposes good approach to make rendered fonts good looking. May be it will be interesting as U++ has it's own text rendering.