
Subject: Antigrain author on text rasterisation

Posted by [Mindtraveller](#) on Mon, 24 Jan 2011 14:07:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.html

Author proposes good approach to make rendered fonts good looking.

May be it will be interesting as U++ has it's own text rendering.
