Subject: Re: Antigrain author on text rasterisation
Posted by dolik.rce on Mon, 24 Jan 2011 16:31:39 GMT
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Interesting article, thanks Mindtraveller.

It raises many question about how the U++ text rendering works. (And I am too busy/lazy to look search for the answers in the code). So, is the U++ font rendering used everywhere (i.e. in Draw) or only in Painter? Does U++ use win api? (I already know that it does use FreeFont based Xft on X11...). What approach was chosen in Painter? There is subpixel positioning available, so is it used on texts too?

Sorry for so many questions, but the article woke up my curiosity

Best regards,
Honza