
Subject: Re: Antigrain author on text rasterisation
Posted by [mirek](#) on Mon, 24 Jan 2011 23:24:39 GMT
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dolik.rce wrote on Mon, 24 January 2011 11:31

So, is the U++ font rendering used everywhere (i.e. in Draw) or only in Painter?

SystemDraw is using host platform facilities to render text.

Quote:

Does U++ use win api? (I already know that it does use FreeFont based Xft on X11...).

Painter uses only winapi to get font outlines, same is done by FreeType in X11. See Painter/FontWin32 and Painter/FontX11

Quote:

What approach was chosen in Painter? There is subpixel positioning available, so is it used on texts too?

Actually, Painter does not distinguish (at least at the moment) text from any other painting.

And yes, you can request subpixel rendering in Painter. In PainterExamples, there is even GUI switch to activate it (so you can freely study differences ...