
Subject: Re: Antigrain author on text rasterisation
Posted by [mirek](#) on Mon, 24 Jan 2011 23:33:37 GMT
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Mindtraveller wrote on Mon, 24 January 2011 12:12Of course I'm aware that Mirek used Antigrain and derived Painter package.

Actually, while I have seen Antigrain sources, I have only recycled about 30 lines (interestigly, those fetching font glyphs in X11 and Win32).

Generally I think AGG approach is somewhat inflexible in the real life, for no good performance gain (we are faster anyway

Quote:

That is why I posted this link above. My idea was - if U++ will draw text with vertical-only hinting, it will improve visual quality on ALL platforms.

Well, maybe we can try. But I am not so sure about it...
