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Subject: About Painter vs OpenGL

Posted by [mirek](#) on Fri, 04 Mar 2011 09:29:01 GMT

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Well, it was suggested in the past that Painter should be HW accelerated with OpenGL.

I have always seen this as impossible, as drawing models are not compatible.

Today I stumbled on this little info:

<http://my.safaribooksonline.com/book/programming/cocoa/0672322307/cocoa-additions-in-mac-os-x-version-10dot2/app04lev1sec2>

Quote:

The 2D line and font drawing features of Quartz are not accelerated by Quartz Extreme. The highquality, device-independent PDF imaging model used by Quartz is incompatible with the accelerated

drawing features supported by OpenGL and common graphics hardware. Graphics cards are optimized to simply draw graphics on a single device, the computer screen, as fast as possible.

Features

such as What You See Is What You Get (WYSIWYG) drawing that can be output to high-resolution

printers as well as the computer screen are not supported by the current generation of graphics cards.

which is exactly what I always thought...

So I guess we can put this issue to the rest. SW Painter is fast enough anyway...