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 stumpled on this little info:

  http://my.safaribooksonline.com/book/programming/cocoa/06723
22307/cocoa-additions-in-mac-os-x-version-10dot2/app04lev1se c2

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...