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Subject: Re: About Painter vs OpenGL

Posted by [mirek](#) on Fri, 04 Mar 2011 21:15:44 GMT

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Novo wrote on Fri, 04 March 2011 13:52mirek wrote on Fri, 04 March 2011 11:56Novo wrote on Fri, 04 March 2011 11:31Quote:The 2D line and font drawing features of Quartz are not accelerated by Quartz Extreme.

People actually do that. For example: OpenGL accelerated Flash Player.

These guys draw 2D lines and fonts using OpenGL. Actually, they do all 2D UI using OpenGL.

Well good for them. However, it is impossible to achieve "svg/pdf" quality of rendering using OpenGL. That is all.

Also, I doubt they are really doing text rendering using OpenGL polygons.

What is so special about "svg/pdf" quality of rendering?

E.g. you often want to achieve subpixel accuracy...

Quote:

And I know for sure they are using OpenGL to render text. Small size text is rendered from bitmaps.

Which is exactly the point...

In Painter (and I believe Quartz and other similiar systems too), even regular text is rendered as curves. That has one nice advantage that you can use the text to define path.

You can only afford that with subpixel accuracy.

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