

---

Subject: Re: About Painter vs OpenGL  
Posted by [raxvan](#) on Sat, 05 Mar 2011 12:38:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Fri, 04 March 2011 17:56

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

Not true, you can achieve pixel perfect quality with Opengl by using programmable shaders, even for the problematic font rendering.

Also you can render flash content with opengl by using the library gameswf, however i noticed that a real life application of this is hard to use.

If you want to see opengl in action for gui take a look at sublime text. The gui is using opengl entirely, except for the menu bar.

Raxvan.

Edit: For rendering text the font can be rendered as a bitmap with mipmapping and antialiasing. This can give you very good quality. However there is technique for improved alpha testing when scaling up. Valve describes this in a article.

---