
Subject: Re: Paint problems when using transparency

Posted by [mirek](#) on Mon, 23 Dec 2013 13:47:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subpixel issue: subpixel is kind of problem when the canvas is not opaque. It is quite evident from the basis of subpixel rendering: each subpixel has got its individual alpha - but this alpha is impossible to store anywhere, as we only have single alpha value for 3 subpixels... Anyway, Painter resorted to not quite correct fallback there, so I have fixed it to at least look ok (but the result is normal rendering, not subpixel).

Well, everything works for me now with color problems.. but I have to admit to perform some fixes in Painter (fixed some rounding error issue).

I am posting my version of testcase. Please, sync svn and check my testcase, then perhaps zip and send yours if you still experience problems.

Mirek

[File Attachments](#)

1) [Test_painting.7z](#), downloaded 379 times
