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Subject: Anti-Grain Support  
Posted by [ericlindahl](#) on Sat, 14 Jan 2006 07:30:04 GMT  
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Anti-grain is an accurate C++ template-based rendering pipeline.

This would make U++ competitive with Qt4 Arthur

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Subject: Re: Anti-Grain Support  
Posted by [mirek](#) on Sat, 14 Jan 2006 10:44:17 GMT  
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We are well aware about this.

Actually, this is what "client draw" was supposed to be about.

However, there is as showstopper (see Announcement): "client style draw" requires fast memory->VGA transfer and while that works fine on most HW, some machines produce very low numbers.

So while the original plan was to replace all drawing operations with memory-based ones (and allow anti-grain support etc), this now seems impossible as long as we have to support older machines (and at least I have to: some of my clients are still sometimes using 233Mhz/64MB/Win98 HW).

That in turn means that instead of "default", "anti-grain" will be supported just as an option to draw in Images.

That still means Draw needs and Image needs huge refactoring. I hope it will happen soon (must happen before WinCE / MacOS / Chameleon)

Mirek

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