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Subject: outlined text rendering [FEATURE REQUEST]- [WORKAROUND]

Posted by [hojtsy](#) on Thu, 09 Feb 2006 23:19:13 GMT

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When rendering text on inhomogenous background I think that maximum readability could be achieved by drawing a thin white outline around the black text characters. How hard would it be to add this feature to the library?

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Subject: Re: outlined text rendering

Posted by [mirek](#) on Fri, 10 Feb 2006 06:29:18 GMT

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This is not supported by Win32 or X11.

However, you can quite easy get the effect yourself, just draw the text 5 times (draw it with offsets (-1, 0)(1, 0)(0, 1)(0, -1) in white, then at (0, 0) in black) Draw implementation would be no different...

Mirek

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