
Subject: Font drawing in linux

Posted by [Zbych](#) on Thu, 30 Jun 2011 11:10:04 GMT

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Hi,

I am writing an application that shows information on small (44x16 pixel) LED display. The problem is that ttf fonts in NOGTK version of UPP look worse than in GTK. I thought that font rendering is the same in GTK and NOGTK version. Any ideas how to correct font drawing?

Test code:

```
#include <CtrlLib/CtrlLib.h>
```

```
#include <Draw/Draw.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    Size sz(55,24);  
    Font fnt(Font::FindFaceNameIndex("Impact"), 14);  
    fnt.NonAntiAliased();  
    ImageDraw id(sz);  
    id.DrawRect(0, 0, sz.cx, sz.cy, Black());  
    id.DrawText(0, -4, "PO LINE1", fnt, White());  
    id.DrawText(0, 8, "PO LINE2", fnt, White());  
    PNGEncoder png;  
    png.SaveFile("FontTest.png", Image(id));  
}
```

File Attachments

1) [zrzut_ekranu.png](#), downloaded 982 times

Subject: Re: Font drawing in linux

Posted by [dolik.rce](#) on Thu, 30 Jun 2011 13:06:11 GMT

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Hi Zbych,

Wild guess before someone competent answers: Have you tried using Painter? It generally creates much nicer images than Draw. Also, you might try rendering a bigger image and then scaling it down. Of course, this doesn't answer the question why there is a difference between NOGTK and regular...

Anyway, it sounds like an interesting project

Best regards,
Honza

Subject: Re: Font drawing in linux
Posted by [Zbych](#) on Thu, 30 Jun 2011 14:04:52 GMT
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With painter it looks great. How can I turn off antialiasing?

Ok. I've found how to turnoff AA. MODE_NOAA must be added to ImagePainter initialization. But IMHO it's a pity that ImagePainter doesn't respect font properties (NonAntiAliased flag) like ImageDraw does.

File Attachments

1) [zrzut_ekranu.png](#), downloaded 896 times

Subject: Re: Font drawing in linux
Posted by [mr_ped](#) on Thu, 30 Jun 2011 18:17:35 GMT
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I think ImageDraw does use OS API to draw fonts whenever possible, which looks to be in both GTK and NOGTK case of your test.

Painter is complete SW renderer from U++, so it is not affected by OS libraries, but on the other hand the level of features supported like using all the info out of font is limited.

With Painter you can anytime jump into the source, and suggest patches to improve it or just bend it for your custom needs.

With classic ImageDraw you can just take it or leave it, the code is inside OS, not U++. (maybe you can patch slightly the way how OS font rendering is called)

Subject: Re: Font drawing in linux
Posted by [mirek](#) on Sat, 02 Jul 2011 09:49:07 GMT
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I have found the problem with NOGTK flag (gtk_hinting should be initialized to -1), now fixed.

Mirek

Subject: Re: Font drawing in linux
Posted by [Zbych](#) on Sat, 02 Jul 2011 15:03:59 GMT
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Thank you.
