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MacX: Arc-Drawing Algorithms

Article Created: 18 February 1991

Article Change History

04/20/93 - REVIEWED

- For technical accuracy.

TOPIC -----

In terms of drawing algorithms, MacX has apparently optimized arc-drawing algorithms, but wide-line drawing seems to be extremely slow. I noticed this while working with mwm.

DISCUSSION -----

You are correct. Much better arc drawing code is present in MacX than is present in many X11 servers. On machines that have a floating point unit (all Mac II-class machines, Macintosh SE, and Macintosh IIsi with FPU installed), MacX uses this hardware to achieve good arc-drawing performance. Without an FPU, MacX uses SANE to do its floating point, but it is still pretty fast. Thick lines are slow. Actually, pretty much the same arc-drawing code appears in MacX 1.0 as in MacX 1.1.

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Keywords: <None>

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19960215 11:05:19.00

Tech Info Library Article Number: 7026