

Textengine

Support of Monotype's font engine: iType

[Candera](#) supports the font engine 'iType' of 'Monotype' now. In this release a basic integration of iType was done. With the provided iType integration two different shaper are supported: Complex Script and NoShaper. Monotypes own shaper will be part of next releases.

The current integration of Monotype uses its default settings. Textrendering supports several glyph cache/render types: [Bitmap](#), Surface, Glyph, GlyphCache and GlyphAtlas. Two of these types are supported by iType now. These are [Bitmap](#) and GlyphAtlas. The others may work but with cache functionality limitations. Therefore, it is not recommended to use one of the other caches. In general: best performances are reached when GlyphAtlas (GPU solution) or [Bitmap](#) (CPU solution) is being used.

Due to different algorithms to interpret font data, it is expected to see small differences when comparing monotype and freetype content. E.g.:

- Gray values (transition between glyph and background) differ in its intensity.
- Applied glyph kerning may shift the text by 1 px.

One of the great benefits of iType is its performance when it comes to rasterization of text. This is already visible in the first integration steps and provides a small forecast to the next steps.

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