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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