Quassel IRC - Bug #1278

Quassel-Client 0.10.0 on Mac OS X does not render retina anymore

04/16/2014 03:25 PM - Vloeck

Status:	New	**Start date:**	04/16/2014
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
Version:	0.10.0	**OS:**	Mac OS X

Description

Quasselclient 0.9.2 did render fine on Mac OS X retina displays, the new version 0.10.0 looks blurry.
See attached screenshots

History

#1 - 04/16/2014 03:47 PM - Vloeck

probably because of

> Version 0.10.0 (2014-03-25)
> (...)

- Use the raster rendering engine by default on OSX (should improve performance)

#2 - 07/05/2014 01:58 AM - seezer

if Vloeck is right, that would be 22c5ee283d275d03e86250ed214ac91868b8de26

#3 - 08/26/2014 06:03 AM - rcthompson

I can confirm that switch back to native using "open Quassel\ Client.app -W --args -graphicssystem native" fixes this issue. And Quassel still seems perfectly snappy for me.

#4 - 08/28/2014 10:50 PM - rikai

The reasoning for continuing to use the new engine can be seen here

If anyone knows how to detect retina so that we can use the native rendering engine on retina, that would be nice, but otherwise, a less than optimal display for some is the lesser of two evils when compared to the client being almost completely unusable for another subset of people.

Note: The performance issues of the native engine don't seem to affect everyone, but i'm definitely able to reproduce it.

Files

Qassel-Client 0.9.2.png	129 KB	04/16/2014	Vloeck
Quassel-Client 0.10.0.png	227 KB	04/16/2014	Vloeck