

## 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

<b>Status:</b>	New	<b>Start date:</b>	04/16/2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>OS:</b>	Mac OS X
<b>Version:</b>	0.10.0		
<b>Description</b>			
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](https://github.com/quassel/quassel/commit/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