X and DPS

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27 February 2001, updated 30 October 2006

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Updated by Jim Gettys and Juliusz Chroboczek.

Notice of Obsolescence and Removal from X.Org Releases

DPS is now obsolete.

At the time when I started this project, there was no decent rendering interface for X11 other than DPS.

Since then, there has been a large amount of work on a simple and clean X server extension, Xrender, which provides the basis for just such an interface.

Rendering libraries that are being built above Xrender include Xft, a font rendering library built on FreeType; Cairo, a geometry rendering library that provides PostScript-like rendering primitives but with from-the-ground support for Porter-Duff compositing (transparency); Pango, a high-level typesetting library.

If your application uses DPS, please consider porting it to the above libraries. See the DPS extension site [http://dps.sourceforge.net] for more details

The client-side DPS software was included and built by default (except as noted below) in the X.Org X11R6.8 release series. The client-side software was included, but not built unless specifically configured by the builder, in the X.Org X11R6.9 release series. The client-side DPS software is no longer included in X11R7.0 or later releases.

The server-side software is not included in any X.Org release for licensing reasons; the code is still available from the DPS extension site [http://dps.sourceforge.net]; it is not known whether it still compiles.