

---

Subject: Re: Antialiasing for lines

Posted by [mirek](#) on Mon, 17 Dec 2007 18:35:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

gm1988 wrote on Mon, 17 December 2007 09:38: is it possible to use antialiasing for lines? I created lines with `MyWindow.DrawLine(...)` but how can I add an antialiasing effect?

No. This is area where U++ needs further development.

Well, actually, if speed is not a (big) concern, there is a workaround - draw everything bigger using `ImageDraw`, then scale it down. Scaler will do antialiasing for you...

Mirek

---