
Subject: Re: Bad text quality problem in Qtf
Posted by [koldo](#) on Thu, 21 Jan 2010 16:43:43 GMT
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koldo wrote on Thu, 21 January 2010 17:36Hello all

I have found some strange behaviour. This is the code labelled "Case B" in picture. The text "(Hello)" looks well.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

void MyFunc() {
    ImageDraw idw(1200, 600);
    idw.DrawRect(0, 0, 1200, 600, White);
    idw.DrawText(0, 0, "(Hello)", Serif(400));

    DrawingDraw dw(350, 250);
    dw.DrawImage(0, 0, 350, 250, idw);

    QtfRichObject pict(CreateDrawingObject(dw.GetResult(), Size(350, 250), Size(350, 250)));
    String qtf;
    qtf << "[A6 This is some drawing in QTF: " << pict << "&";
    qtf << "[C3*@B And now in the table: {{1:1 " << pict << ":: Another cell " << pict << "}}";

    PromptOK(qtf);
}

GUI_APP_MAIN {
    MyFunc();
}
```

If It is called MyFunc() in a bigger program it is got "Case A", where text is bad rendered

Is there any parameter in RichEdit to do a good os bad quality rendering ?

Best regards
Koldo

Oh !

If MyFunc() is called in a package without Painter, it works well.

If we add Painter to the package (and we do not call any Painter function), the bad render is got

Best regards
Koldo
