
Subject: Re: Bad text quality problem in Qtf
Posted by [koldo](#) on Fri, 22 Jan 2010 08:32:46 GMT
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Hello all

I have included the simplest sample of the problem.

If you run it it gets the text bad rendered.

If you just remove Painter package, it renders the text right.

Best regards

Koldo

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
  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)));  
  
  PromptOK(String("[A5 Rendering problem: ") + pict.ToString());  
}
```

File Attachments

1) [QtFProblem.7z](#), downloaded 411 times
