
Subject: Re: Bad text quality problem in Qtf
Posted by [koldo](#) on Sat, 23 Jan 2010 15:15:43 GMT
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Mindtraveller wrote on Sat, 23 January 2010 09:27: May be, you added Painter, and QTF drawing is internally and implicitly switched to Painter (not GDI). But you didn't set up appropriate rendering method for Painter. It looks like antialiasing is off now. Try to switch Painter's antialiasing on and watch the results.

Hello Mindtraveller

The sample does not use Painter classes. The problem comes just only when including Painter package.

It is clear that in any way Qtf functions call Painter if it is available. But I did not know how to "generically" set anti-aliasing on in Painter, not just in BufferPainter objects as usual.

Best regards
Koldo
