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Subject: Re: Bad text quality problem in Qtf  
Posted by [koldo](#) on Sat, 23 Jan 2010 20:45:37 GMT  
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andrei\_natanael wrote on Sat, 23 January 2010 20:45: Hi Koldo,  
I know what your problem is related to. When you add Painter package and compile with it, it put at program initialization two pointers in Draw package for it to use Painter initialization functions for ImageAnyDraw. Your problem is related to line 233 in Painter/DrawOp.cpp

```
INITBLOCK {  
    ImageAnyDrawPainter(sCP, sEP);  
}
```

Sorry for delayed response.

Andrei

Yes, it is there (thank you Honza too )

The problem is in sCP:

```
void ImageAnyDrawPainter(Draw *(*f)(Size sz), Image (*e)(Draw *w))  
{  
    //sCreateImageDraw = f;  
    sExtractImageDraw = e;  
}
```

With this comment, there is no problem.

sCP is:

```
static Draw *sCP(Size sz)  
{  
    return new ImagePainter(sz);  
}
```

and ImagePainter is:

```
class ImagePainter : private ImageBuffer__, public BufferPainter {  
public:  
    ImagePainter(Size sz, int mode = MODE_ANTIALIASED);  
    ...
```

```
ImagePainter::ImagePainter(Size sz, int mode)  
: ImageBuffer__(sz), BufferPainter(ImageBuffer__::ib, mode)  
{}
```

So ImagePainter is MODE\_ANTIALIASED...

but it does not work like this.

Best regards  
Koldo

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