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Subject: smoother drawing

Posted by [cullam](#) on Thu, 29 Jul 2010 12:33:04 GMT

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Hi guys. I've been creating a re-sizable display in UPP that uses some drawing functionality. Everything is working fine, but I was wondering if there was any way to use anti-aliased lines and edges, and possibly gradient fills. Obviously, using OpenGL is a possible option, but I was hoping to avoid it, since I'm only making simple 2D vector drawings, and there seems to be quite a lot of work to get Open GL up and running in an app.

Basically, what I've done so far works fine, but I'd like to be able to make "smoother" drawings, that don't look like they were whipped up in paintbrush!

Thanks a bunch.

-cullam

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