Subject: Re: smoother drawing
Posted by mr_ped on Thu, 29 Jul 2010 14:12:08 GMT

I'm not sure and too lazy to check, but I think for your case you need to add Painter package, and use something like PainterDraw class (or DrawPainter) and apply that on that Draw& w.

edit: the DrawEllipse and other API calls should stay the same, so your code should work without change, just find out the way to switch it to new Painter object. In case you fail (unlikely), write here, somebody else will surely give you more exact advice.