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Subject: Font drawing in linux

Posted by [Zbych](#) on Thu, 30 Jun 2011 11:10:04 GMT

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Hi,

I am writing an application that shows information on small (44x16 pixel) LED display. The problem is that ttf fonts in NOGTK version of UPP look worse than in GTK. I thought that font rendering is the same in GTK and NOGTK version. Any ideas how to correct font drawing?

Test code:

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

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    Size sz(55,24);  
    Font fnt(Font::FindFaceNameIndex("Impact"), 14);  
    fnt.NonAntiAliased();  
    ImageDraw id(sz);  
    id.DrawRect(0, 0, sz.cx, sz.cy, Black());  
    id.DrawText(0, -4, "PO LINE1", fnt, White());  
    id.DrawText(0, 8, "PO LINE2", fnt, White());  
    PNGEncoder png;  
    png.SaveFile("FontTest.png", Image(id));  
}
```

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## File Attachments

1) [zrzut\\_ekranu.png](#), downloaded 1335 times

NOGTK VERSION

POLINE1  
POLINE2

G

P  
P