
Subject: Re: Draw sharp lines using Painter
Posted by [cbpporter](#) on Wed, 02 Nov 2011 13:04:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

You need to pass coordinates with an added 0.5 for them to look sharp. The integer coordinate is actually at the "border between two pixels", that is why it is rendered as such. Adding 0.5 places it in the "middle" of the pixel.

So don't draw a box from (0, 0) to (9, 9), draw it from (0.5, 0.5) to (9.5, 9.5).
