
Subject: Re: GraphDraw/GraphCtrl
Posted by [Pradip](#) on Thu, 11 Jun 2020 13:53:47 GMT
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Hello Didier,

Hope you don't mind me asking random questions

Please check this code in GraphDraw.cpp

```
void DrawSmartText(Draw& draw, int x, int y, int cx, const char *text, const Font scaledFont,
Color ink, int scale) {
    if(*text == '\1') {
        RichText txt = ParseQTF(text + 1, 0);
        txt.ApplyZoom(GetRichTextStdScreenZoom());
        txt.Paint(Zoom(scale, 1), draw, x, y, cx);
        return;
    }
    DrawTLText(draw, x, y, cx, ToUnicode(text, CHARSET_DEFAULT), scaledFont, ink, 0);
}
```

QTF is activated if the first byte is '\1', is this different behavior from standard QTF, where '\1' escapes all following characters?
