Hi devilsclaw,

It looks like you're actually drawing single pixel lines that do not "fit in the pixel". The engine actually draws half of it into one pixel and the other half to the adjacent one... This is not usually a problem, but it produces ugly results for vertical and horizontal lines. Try moving the horizontal lines 0.5 pixel up or down and similarly vertical lines 0.5px left or right ;)

The only weird thing is that it does produce fuzzy effect even with NO_AA. I'd expect that without antialiasing, the coordinates would be rounded to the nearest pixel.

Best regards,
Honza