Subject: Antialiasing for lines
Posted by gm1988 on Mon, 17 Dec 2007 14:38:53 GMT

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is it possible to use antialising for lines? I created lines with MyWindow.DrawLine(...) but how can I add an antialiasing effect?

Subject: Re: Antialiasing for lines
Posted by mirek on Mon, 17 Dec 2007 18:35:06 GMT

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gm1988 wrote on Mon, 17 December 2007 09:38is it possible to use antialising for lines? I created lines with MyWindow.DrawLine(...) but how can I add an antialiasing effect?

No. This is area where U++ needs further development.

Well, actually, if speed is not a (big) concern, there is a workaround - draw everything bigger using ImageDraw, then scale it down. Scaler will do antialiasing for you...

Mirek