

microsoft.public.dotnet.framework.drawing: jaggie fonts on server, but not on local host

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Hi all,

I have written an Ecard application which takes text input from the user on one .aspx page and renders the message to a template .jpg and displays the results on a 2nd .aspx page. The trouble is that my fonts render fine on my local host machine but very jaggie on the server. IIS 5.1 is being used on my local host and our server is running windows 2000, IIS 5.0. However, my IT guy tells me there is no fundamental differences between the two and it shouldn't affect my drawing output. Here is my code:

```
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Sub renderUserImage(ByVal srcImage As String, ByVal destImage As
String)
    Dim strFileName, newImagePath As String
    newImagePath = Server.MapPath("EcardsRendered/" & destImage &
".jpg")
    strFileName = srcImage

    Dim newImageFormat As System.Drawing.Imaging.ImageFormat

    newImageFormat = System.Drawing.Imaging.ImageFormat.Jpeg

    ' create New image and bitmap objects.
    Dim i As System.Drawing.Image =
System.Drawing.Image.FromFile(strFileName)

    ' Render the users messag here
    Dim g As Graphics = Graphics.FromImage(i)

    g.SmoothingMode = Drawing2D.SmoothingMode.HighQuality

    g.InterpolationMode = Drawing.Drawing2D.InterpolationMode.High

    Dim sf As StringFormat =
CType(StringFormat.GenericTypographic.Clone(), StringFormat)
```

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```
sf.Alignment = StringAlignment.Center ' near, far or
center (paragraph)
sf.LineAlignment = StringAlignment.Center

' Fontsize adjustments:
If Me.UserFont = 0 Then
    Me.DynFontSize = DynFontSize + 1
End If

If Me.UserFont = 1 Then
    Me.DynFontSize = DynFontSize - 1
End If

If Me.UserFont = 3 Then
    Me.DynFontSize = DynFontSize + 2
End If

' Build the drawstring dynamically:

g.DrawString(UserMessage, New Font(StrChosenFont, DynFontSize,
FontStyle.Regular), Brushes.Black, New RectangleF(354, 58, 224, 274),
sf)

g.Dispose()
end sub
```

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any help would be appreciated.

thanks,

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