

setAntialiasedElements

mouseReleaseEvent



```
graph LR; A[mouseReleaseEvent] --> B[setAntialiasedElements]
```

A diagram showing a call from `mouseReleaseEvent` to `setAntialiasedElements`. The `mouseReleaseEvent` box is white with a black border, and the `setAntialiasedElements` box is gray with a black border. A blue arrow points from the right side of the `mouseReleaseEvent` box to the left side of the `setAntialiasedElements` box.