
Subject: Re: Font alignment issues

Posted by [mirek](#) on Sun, 02 Aug 2009 07:01:25 GMT

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Possible way to check the theory (removes "paint text with single call to X11" optimization):

```
void Draw::DrawText(int x, int y, int angle, const wchar *text, Font font,
    Color ink, int n, const int *dx)
{
    if(IsNull(ink)) return;
    if(n < 0)
        n = wstrlen(text);
    Std(font);
    double sina;
    double cosa;
    int d = 0;
    if(angle)
        Draw::SinCos(angle, sina, cosa);
    for(int i = 0; i < n; i++) {
        wchar chr = text[i];
        GlyphInfo gi = GetGlyphInfo(font, chr);
        if(gi.IsNormal())
            DrawTextOp(int(x + cosa * d), int(y - sina * d), angle, &chr, font, ink, 1, NULL);
        else
            if(gi.IsReplaced()) {
                Font fnt = font;
                fnt.Face(gi.lspc);
                fnt.Height(gi.rspc);
                if(angle)
                    DrawTextOp(int(x + cosa * d), int(y - sina * (font.GetAscent() - fnt.GetAscent() + d)),
                        angle, &chr, fnt, ink, 1, NULL);
            }
            else
                DrawTextOp(x + d, y + font.GetAscent() - fnt.GetAscent(), 0, &chr, fnt, ink, 1, NULL);
        GlyphMetrics(gi, font, chr);
    }
    else
        if(gi.IsComposed()) {
            ComposedGlyph cg;
            Compose(font, chr, cg);
            if(angle) {
                DrawTextOp(int(x + cosa * d), int(y - sina * d), angle, &cg.basic_char, font, ink, 1, NULL);
                DrawTextOp(int(x + cosa * (d + cg.mark_pos.x)), int(y - sina * (cg.mark_pos.y + d)), angle,
                    &cg.mark_char, cg.mark_font, ink, 1, NULL);
            }
            else {
                DrawTextOp(x + d, y, 0, &cg.basic_char, font, ink, 1, NULL);
                DrawTextOp(x + cg.mark_pos.x + d, y + cg.mark_pos.y, 0, &cg.mark_char, cg.mark_font, ink,
```

```
1, NULL);  
    }  
    GlyphMetrics(gi, font, chr);  
    }  
    d += dx ? *dx++ : gi.width;  
    }  
}
```

Please check and report results.
