
Subject: Re: Font alignment issues

Posted by [mirek](#) on Mon, 03 Aug 2009 10:29:56 GMT

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Ops, sorry, there seems to have been bug in DrawText test.

Remove those logs for now and try:

```
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())
            // if(angle)
                DrawTextOp(int(x + cosa * d), int(y - sina * d), angle, &chr, font, ink, 1, NULL);
        /* else {
            int c = 1;
            int dd = 0;
            while(c < n) {
                GlyphInfo gi2 = GetGlyphInfo(font, text[i + c]);
                if(!gi2.IsNormal())
                    break;
                dd += dx ? dx[c] : gi.width;
                c++;
                gi = gi2;
            }
            DrawTextOp(x + d, y, 0, text + i, font, ink, c, dx);
            d += dd;
            i += c - 1;
            if(dx)
                dx += c - 1;
        }*/_DBG_
        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;
}
}

```

Thanks.

Mirek
