
Subject: Re: Font alignment issues

Posted by [mirek](#) on Tue, 28 Jul 2009 00:38:25 GMT

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OK, in that case, what is the result of LOGs if everything works (font > 12pt)?

Also, more logs (for case when it does not work):

```
void Font::SyncStdFont()
{
    DrawLock __;
    LOG(AStdFont());
    StdFontSize = Size(AStdFont.GetAveWidth(), AStdFont().Bold().GetCy());
}
```

```
void Font::SetStdFont(Font font)
{
    LOG("SetStdFont " << font);
    DrawLock __;
    static bool x;
    InitStdFont();
    AStdFont = font;
    SyncStdFont();
}
```

```
void Std(Font& font)
{
    LOG("Std: " << GetStdFont());
    if(IsNull(font))
        font = StdFont();
    if(font.GetFace() == 0)
        font.Face(GetStdFont().GetFace());
    if(font.GetHeight() == 0)
        font.Height(GetStdFont().GetHeight());
}
```

This I believe should fix the issue partially:

```
void Font::InitStdFont()
{
    ONCELOCK {
        DrawLock __;
        List();
        AStdFont = Arial(12);
        String name;
```

```
int height = 0;
GetStdFontSys(name, height);
int q = FindFaceNameIndex(name);
if(q > 0) {
    AStdFont = Font(q, max(height, 1));
}
SyncStdFont();
}
```

I believe this will work, but is not the correct fix...

Mirek
