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.
