Subject: Variable pitch fonts
Posted by mrjt on Tue, 05 Jan 2010 16:41:50 GMT
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Not sure which forum this should live in.

In my software I have a large number of custom controls and the user is permitted to change the fonts/colours etc. that these use.

On Linux there appear to be variable pitch fonts, which cause a vertical offset to all the text drawn with those fonts. I've checked TheIde and discovered a check for Font::FIXEDPITCH. This solves the problem by preventing the user from selecting a variable pitch font, but I have an obvious question remaining:

How are you supposed to draw variable pitch fonts? There certainly doens't seem to be any special code in the CtrlLib library to handle it. Either the font height being returned wrong or there should be a negative y offset applyed to both clipping space and text coords before drawing.

Also, the TheIde strangely doesn't display variable-pitch fonts in it's Format setup window even though the code looks like it should.

Cheers