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Subject: Re: Painter small text quality  
Posted by [dolik.rce](#) on Tue, 23 Apr 2013 17:01:28 GMT  
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Hi Koldo,

Small fonts always look ugly when they're anti-aliased. I'd suggest to round the values for the painter variant as well, it can make a huge difference:

```
This preview was generated using this code:
void TextTest(Painter& sw) {
    sw.DrawText(10,100, "Hello world! // DrawText()", Roman(12), Black());
    for(int i=0; i<=5; ++i)
        sw.Text(10+0.2*i, 120+i*20, Format("Hello world! // Text() shifted %2vf pixel left",i*0.2),
        Roman(12))
        .Fill(Black());
    for(int i=0; i<=5; ++i)
        sw.Text(300, 120+i*20.2, Format("Hello world! // Text() shifted %2vf pixel down",i*0.2),
        Roman(12))
        .Fill(Black());
}
```

Also, your pictures seem like there are errors in the letter spacing. Not sure where that comes from, I couldn't reproduce it on my system... I think you can safely use DrawText() everywhere, or do some compromise, e.g.

```
void DrawText(Painter &w, double x, double y, int angle, const String
&text, Font font, Color color) {
    if(font.GetHeight(>15) {
        w.Begin();
        w.Translate(x, y).Rotate(-angle*M_PI/1800.);
        w.Text(0, 0, text, font).Fill(color);
        w.End();
    } else
        w.DrawText(fround(x), fround(y), angle, text, font, color);
}
```

Best regards,  
Honza

EDIT: Corrected image and code

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## File Attachments

1) [text.png](#), downloaded 797 times

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