Subject: [FIXED] FC_WEIGHT is too big.
Posted by Klugier on Fri, 31 May 2013 18:39:20 GMT

Hello,

In my opinion, normal fonts is too bolded on X11 operating systems. We need to change
FC_WEIGHT factor. Now, It is too big. I have enclose patch code (DrawTextX11.cpp - Line 27):

FcPatternAddInteger(p, FC_WEIGHT, font.IsBold() ? 160 : 80);

Insted of:

FcPatternAddInteger(p, FC_WEIGHT, font.IsBold() ? 200 : 100);

As You can see, I had shrunk two values about 20%. I had choosen this value, because 80 is
maximum value for not bolded fonts. If We select bigger value. Letters such as: "j" or "y" will have
problems with tails on some desktop enviroments like KDE when GTK backend is on. The first
value for "real" bolded texts is only smaller proportionally and It can be bigger.

I have enclosed demonstrative images.

P.S.
Ubuntu problem with bold text after this patch will be history.

Sincerely,
Klugier

File Attachments
1) UbuntuNormalWeight.png, downloaded 395 times
2) UbuntuSmallerWeight.png, downloaded 420 times