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Subject: Re: [X11 Font problems - Bug?] FC\_WEIGHT is too big.  
Posted by [Klugier](#) on Sat, 15 Jun 2013 15:45:53 GMT  
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Hello,

I have made simply test:

```
Cout () << "FC_WEIGHT_NORMAL: " << FC_WEIGHT_NORMAL << "\n";  
Cout () << "FC_WEIGHT_BOLD:  " << FC_WEIGHT_BOLD << "\n";
```

The return values for Kubuntu 13.04 is

```
FC_WEIGHT_NORMAL: 80  
FC_WEIGHT_BOLD:  200
```

It seems that 80 constant for FC\_WEIGHT\_NORMAL looks ok and 100 is too high. On the other hand, 160 constant for bold fonts is too low.

I am not sure, but why we can't replace this line using FC\_WEIGHT\_NORMAL and FC\_WEIGHT\_BOLD constants? I have enclosed sample code:

```
FcPatternAddInteger(p, FC_WEIGHT, font.IsBold() ? FC_WEIGHT_BOLD :  
FC_WEIGHT_NORMAL);
```

P.S.

On Ubuntu 13.04 values are the same.

Sincerely,  
Klugier

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