
Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Wed, 09 Jan 2019 12:38:49 GMT
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Hi,

Here's some more. In this picture two of the letters have shrunk in the middle of a word:

When zooming in, the text gets fixed:

Instead of a testcase, here's a clip of the code I use for rendering the text with Painter:

```
Font fnt(font);  
fnt.Height((int)floor(height_dp)).Bold(object.bold).Italic(object.italic==1).Underline(object.selected);
```

```
Pointf p(project.Transform(object.x,object.y));  
double rot=object.rotation+rotation;  
rot+=object.no_rotate?-GetViewRotation():0;
```

```
painter.Begin();
```

```
painter.Translate(p);  
if(rot) painter.Rotate(-rot*DEGR2RAD);  
switch(object.italic){  
case 2:  
    painter.Transform(Xform2D::Sheer(-0.3));  
    break;  
case 3:  
    painter.Transform(Xform2D::Sheer(0.2));  
    break;  
}
```

```
Vector<String> lines=Split(text,10);
```

```
for(int row=0;row<lines.GetCount();row++){  
    Size sz=GetTextSize(lines[row],fnt);  
    Pointf delta(0,0);  
    switch(object.attpoint){  
    case 1: // 1 = Top left  
        break;  
    case 2: // Top Center  
        delta.x=-sz.cx/2;  
        break;
```

```

case 3: // Top Right
delta.x=-sz.cx;
break;
case 4: // Middle Left
delta.y=-sz.cy/2;
break;
case 5: // Middle Center
delta.y=-sz.cy/2;
delta.x=-sz.cx/2;
break;
case 6: // Middle Right
delta.y=-sz.cy/2;
delta.x=-sz.cx;
break;
default:
case 7: // Bottom Left
delta.y=-sz.cy;
break;
case 8: // Bottom Center
delta.y=-sz.cy;
delta.x=-sz.cx/2;
break;
case 9: // Bottom Right
delta.y=-sz.cy;
delta.x=-sz.cx;
break;
}
delta.y+=row*height_dp*1.5; // sz.cy
painter.Text(delta,lines[row],fnt);
}

if(edgecolor.a) painter.Stroke(height_dp*0.1,edgecolor);
painter.Fill(textcolor);
painter.End();

```

Best regards,

Tom

File Attachments

- 1) [T4.png](#), downloaded 979 times
 - 2) [T3.png](#), downloaded 983 times
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