Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Fri, 11 Jan 2019 08:40:10 GMT

Hi Mirek,

The change in ApproximateChar() appears to fix the issue. However, as can be expected, the rendering speed drops dramatically.

I will next revert the ApproximateChar() changes and then test the BufferPainter::CharacterOp() change...

Best regards,

Tom