
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Mon, 14 Jan 2019 09:47:10 GMT
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What about this:

```
#ifdef 1
    DLOG("==== ApproximateChar " << ch << " " << (char)ch << " " << fnt << ", tolerance: " <<
tolerance);
    DDUMP(ValueTo< Vector<float> >(v));
    GlyphPainter chp;
    chp.move = chp.pos = Null;
    chp.tolerance = tolerance;

struct PaintCharPath : FontGlyphConsumer {
    Painter *sw;

    virtual void Move(Pointf p) {
        sw->Move(p);
    }
    virtual void Line(Pointf p) {
        sw->Line(p);
    }
    virtual void Quadratic(Pointf p1, Pointf p2) {
        sw->Quadratic(p1, p2);
    }
    virtual void Cubic(Pointf p1, Pointf p2, Pointf p3) {
        sw->Cubic(p1, p2, p3);
    }
    virtual void Close() {
        sw->Close();
    }
} pw;
pw.sw = &chp;
fnt.Render(pw, 0, 0, ch);
// PaintCharacter(chp, Pointf(0, 0), ch, fnt);
// DDUMP(chp.glyph);
// ASSERT(ValueTo< Vector<float> >(v) == chp.glyph);
#endif
```

(We are trying to identify which part of PaintCharacter makes the difference...)
