

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...)
