
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Mon, 14 Jan 2019 12:53:20 GMT
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mirek wrote on Mon, 14 January 2019 14:23Try this pls:

```
Buffer<ClippingLine> BufferPainter::RenderPath(double width, Event<One<SpanSource>&> ss,
const RGBA& color)
{
    PAINTER_TIMING("RenderPath");
    Buffer<ClippingLine> newclip;

    if(width == FILL)
        Close();

    current = Null;

    if(width == 0 || !ss && color.a == 0 && width >= FILL)
        return newclip;

    if(pathattr.mtx_serial != preclip_mtx_serial) {
        if(dopreclip) {
            Pointf tl, br, a;
            Xform2D imx = Inverse(pathattr.mtx);
            tl = br = imx.Transform(0, 0);
            a = imx.Transform(size.cx, 0);
            tl = min(a, tl);
            br = max(a, br);
            a = imx.Transform(0, size.cy);
            tl = min(a, tl);
            br = max(a, br);
            a = imx.Transform(size.cx, size.cy);
            tl = min(a, tl);
            br = max(a, br);
            preclip = Rectf(tl, br);
        }
        else
            preclip = Null;
        regular = pathattr.mtx.IsRegular();
        preclip_mtx_serial = pathattr.mtx_serial;
    }

    if(co) {
        if(width >= FILL && !ss && !alt && findarg(mode, MODE_ANTIALIASED, MODE_SUBPIXEL) >=
0 && !path_info->ischar) {
```

(The difference is `&& !path_info->ischar` in the last line).

Also, is there a difference DEBUG vs RELEASE?

In RELEASE mode I could not find a single bad letter in 15 minutes. I think this is it!

Will try now with DEBUG...

BR, Tom
