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Subject: Re: Strange issue with text in Painter  
Posted by [mirek](#) on Mon, 14 Jan 2019 16:45:19 GMT  
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Tom1 wrote on Mon, 14 January 2019 17:21 One potential reason for finding this issue is that I had just recently reached a point in my own code where I started to rotate the texts according to the original scale and rotation, both of which change constantly over the projection surface for maps where a change from one map projection to another has been carried out.

In effect this has caused an overwhelming increase in cached fonts here in my application.

Rotated texts in Painter are rotated by Painter matrix, they are cached in zero angle position...

Anyway, good info, I will think about this all...

Mirek

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