Subject: Re: Strange issue with text in Painter
Posted by mirek on Mon, 14 Jan 2019 17:39:46 GMT

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Tom1 wrote on Mon, 14 January 2019 18:31mirek wrote on Mon, 14 January 2019 18:45Tom1 wrote on Mon, 14 January 2019 17:21One 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

Well, yes, they are indeed cached in zero angle position. I should have expressed myself more clearly to make the point: Both fine scaling and fine rotation changes ultimately have an effect on double tolerance value solved using the Painter matrix scale and stored as caching key. This is also why rotating the image sometimes corrected the problem. Please see my early screenshots in this thread. (The changes would have been just at a magnitude of rounding errors i.e. just some LSBs.)

BR, Tom

Well, yes, thats something I have missed so far. This is true and actually something to fix (probably round tolerance to like 10%).