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Subject: Re: Strange issue with text in Painter  
Posted by [mirek](#) on Mon, 14 Jan 2019 19:51:17 GMT  
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Worth testing how much tolerance has to do with it:

```
BufferPainter::PathJob::PathJob(Rasterizer& rasterizer, double width, const PathInfo *path_info,
                               const SimpleAttr& attr, const Rectf& preclip, bool isregular)
: trans(attr.mtx)
{
    evenodd = attr.evenodd;
    regular = isregular && width < 0 && !path_info->ischar;

    g = &rasterizer;

    if(!IsNull(preclip.left) && !path_info->ischar) {
        double ex = max(width, 0.0) * (1 + attr.miter_limit);
        if(path_info->path_max.y + ex < preclip.top || path_info->path_min.y - ex > preclip.bottom ||
           path_info->path_max.x + ex < preclip.left || path_info->path_min.x - ex > preclip.right) {
            preclipped = true;
            return;
        }
    }

    preclipped = false;

    if(regular)
        tolerance = 0.3;
    else {
        trans.target = g;
        g = &trans;
        tolerance = 0.3 / attr.mtx.GetScale();
    }

    tolerance = 0.3; // add this...
```