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...
```