
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Tue, 15 Jan 2019 08:17:44 GMT
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Tom1 wrote on Tue, 15 January 2019 09:11Hi,

As for forcing "tolerance = 0.3;" likely decreases the number of cache entries to a fraction of the original in this case, the likelihood to see any issues drops equally. And so it seems: I cannot see a single erroneous character.

Then again, I can check about 1000 names in a reasonable time on screen and if the problem is there, I will see just a few errors. I think that it becomes just a few errors in a million now, so I'm not 'lucky enough' to find them.

BR, Tom

Understood, I mainly just wanted to know if the hypothesis is correct... (Revert the change, later I will introduce a nice simple fix to round tolerance, but we need to find the bug first).

Mirek
