
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Tue, 15 Jan 2019 08:53:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

BTW, here is my testing code where I am trying to reproduce the issue:

```
#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>

using namespace Upp;

class PainterText : public TopWindow {
public:
    Painting p;
    FileSel fs;
    BufferPainter bpainter;
    double scale = 0.4;
    int rotation = 0;
    Pointf translate = Pointf(0, 0);
    Pointf start;

    void Open(){
        if(fs.ExecuteOpen("Select a painting to view")) {
            p.Clear();
            p.Serialize(FileIn(fs.Get()));
        }
    }

    virtual void LeftDown(Point p, dword)
    {
        start = (Pointf)p * scale;
        SetCapture();
    }

    virtual void MouseMove(Point p, dword keyflags)
    {
        if(HasCapture()) {
            Pointf pos = (Pointf)p * scale;
            translate += (pos - start);
            start = pos;
            Refresh();
        }
    }

    virtual void MouseWheel(Point p, int zdelta, dword keyflags)
    {
        if(keyflags & K_CTRL)
```

```

rotation += sgn(zdelta);
else {
    if(zdelta < 0)
        scale *= 0.9;
    else
        scale /= 0.9;
}
Refresh();
}

```

```

virtual bool Key(dword key, int count){
    Refresh();
    switch(key){
        case K_CTRL_O:
            Open();
            return true;
    }
    return false;
}

```

```

typedef PainterText CLASSNAME;

```

```

PainterText(){
    Sizeable();

    p.Serialize(FileIn("C:/xxx/PainteTest/T5.painting"));
}

```

```

virtual void Paint(Draw &draw){
    ImageBuffer ib(GetSize());
    {
        bpainter.Create(ib);
        bpainter.Co(true);
        bpainter.PreClipDashed();
        bpainter.Clear(White());
        bpainter.EvenOdd();

        bpainter.Scale(scale);
        bpainter.Rotate(rotation * .1);
        bpainter.Translate(translate);

        bpainter.Paint(p);

        bpainter.Finish();
    }
}

```

```

SetSurface(draw,Rect(ib.GetSize()),ib,ib.GetSize(),Point(0,0));

```

```
}  
};  
  
GUI_APP_MAIN  
{  
    PainterText().Run();  
}
```

Perhaps you could try with the painting file you have produced - this is to ensure that I am doing the same thing...
