Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Tue, 15 Jan 2019 10:13:31 GMT
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Yes :)

And:

PainterText().MinimizeBox().MaximizeBox().Sizeable().Run();

Is nice to have too to fill the screen.

But I still can't reproduce the issue with this.

One thing that caught my attention, though, is that the large bold upright texts show up extremely coarse, which is kind of expected due to the original zoom level fitting it all in one UHD screen. But why on earth are those smaller non-bold italic / upright fonts perfectly rendered although they are even smaller in the original view?

BR, Tom