Interesting, I have tried to hunt down 'ugly text issue' like this:

```
void Painter::TextOp(const Pointf& p, const wchar *text, Font fnt, int n, const double *dx)
{
 DDUMP(WString(text, n));
```

And interestingly, it looks like those are not painted as Text... or at least not stored into painting file as Text. Is that somehow possible that you have some separate path for them?