
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Tue, 15 Jan 2019 11:27:45 GMT
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Tom1 wrote on Tue, 15 January 2019 12:54I have 1 h 8'...

Anyway, I need to pull back that 'Bold' from some place names. E.g. 'Paloniemi', which is rendered ugly, is just slightly larger straight up text than the more common place names which are italic... not even bold!

Best regards,

Tom

OK, now I know: There is no separate path for those ugly texts. But I suppose the font size causes some conditional conversion to polygons in Painting. I forced all fonts to be of height 12, and then applied suitable Scale to Painter. As a result all the fonts were (ugly) rendered with precision that was insufficient when zooming in. Then I did this using height 75 and again suitable scale to painter. This time all the texts rendered beautifully in Painting. So I guess the storage format and precision in Painting is dependent on font size.

BR, Tom

EDIT: I changed font height to 1 and tried again: This time all fonts rendered perfectly!! But, the inter-character spacing precision in words was terrible.

EDIT: I think I understand why I cannot send the problem in a painting to you: The Painting is generated ST and characters are partly rendered already, so the error will not show up. I must generate a file with only unrendered characters, which get rendered at your end only.
