Subject: Re: Strange issue with text in Painter
Posted by mirek on Tue, 15 Jan 2019 13:55:41 GMT

Tom1 wrote on Tue, 15 January 2019 12:27
So I guess the storage format and precision in Painting is dependent on font size.

Except it is not, AFAIK... :)

Besides, in this situation you are just using PaintingPainter, which really just directly stores Painter commands (including TextOp and CharacterOp). And the problem is that those ugly texts get stored as curves. Maybe I am blind, but I do not see a code path that could lead to THAT.

Mirek