
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Thu, 17 Jan 2019 10:07:12 GMT
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mirek wrote on Thu, 17 January 2019 11:51Let us try the same here: (restore rest to trunk...)

```
void RenderCharacterSys(FontGlyphConsumer& sw, double x, double y, int ch, Font fnt)
{
    HFONT hfont = GetWin32Font(fnt, 0);
    if(hfont) {
        HDC hdc = Win32_IC();
        HFONT ohfont = (HFONT) ::SelectObject(hdc, hfont);

        LOGFONT lf;
        int ret = GetObject(hfont, sizeof(lf), &lf);
        LOG("RenderCharacterSys " << fnt << " " << ch << " " << (char)ch << ' ' << lf.lfFaceName << " "
        << lf.lfHeight);
        VERIFY(abs(lf.lfHeight) == abs(fnt.GetHeight()));

        GLYPHMETRICS gm;
        MAT2 m_matrix;
        memset(&m_matrix, 0, sizeof(m_matrix));
        m_matrix.eM11.value = 1;
        m_matrix.eM22.value = 1;
        int gsz = GetGlyphOutlineW(hdc, ch, GGO_NATIVE|GGO_UNHINTED, &gm, 0, NULL,
        &m_matrix);
        if(gsz < 0)
            return;
        StringBuffer gb(gsz);
        gsz = GetGlyphOutlineW(hdc, ch, GGO_NATIVE|GGO_UNHINTED, &gm, gsz, ~gb, &m_matrix);
        if(gsz < 0)
            return;
        RenderCharPath(~gb, gsz, sw, x, y + fnt.GetAscent());
        ::SelectObject(hdc, ohfont);
    }
}
```

This did not work. (Rest is now as in trunk.)

Tom
