Subject: Re: Strange issue with text in Painter
Posted by mirek on Thu, 17 Jan 2019 13:33:02 GMT

I will deal with tolerance after we are sure that the issue is fixed (otherwise it would hide that bug).

It will be actually pretty simple, what I plan to do is this:

```
tolerance = float(0.3 / attr.mtx.GetScale());
```

:)

Mirek