Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Thu, 17 Jan 2019 13:51:28 GMT

mirek wrote on Thu, 17 January 2019 15:33I 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

OK, that's simple, clear and does not eat many CPU cycles! :)

BR, Tom