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Subject: different compiler produces different look? [SOLVED]

Posted by [forlano](#) on Tue, 24 Oct 2006 15:26:51 GMT

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Hello,

this is what I see with MSC8

and this is what I see with mingw

I used Display to set the appearance of some columns. The same program show differently the same Courier font depending by the compiler. Is this normal?

Luigi

```
struct FontDisplay : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Courier(14); //Font(q, r.Height() - 2);
        String txt = AsString(q);
        w.DrawRect(r, paper);
        w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
        //w.DrawText(r.left + 2+1, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
    }
};
```

### File Attachments

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- 1) [ScreenHunter\\_1.png](#), downloaded 2142 times
  - 2) [ScreenHunter\\_2.png](#), downloaded 2186 times
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