
Subject: Text appearance

Posted by [andrei-catalin](#) on Fri, 17 Nov 2006 23:09:31 GMT

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Hi!

1.I've observed that ScreenSans font is displayed as ScreenSerif font and vice-versa.

2.In order to draw inclined text in Layout Designer I submit next modification in laylib.cpp:

```
void EscDraw::DrawText(EscEscape& e)
{
    if(e.GetCount() < 3 || e.GetCount() > 6)
        e.ThrowError("wrong number of arguments in call to 'DrawText'");
    int x = e.Int(0);
    int y = e.Int(1);
    Font font = StdFont();
    Color color = SColorText;
    if(e[2].IsInt())
    {
        int z = e.Int(2);
        e.CheckArray(3);
        WString text = e[3];
        if(e.GetCount() > 4)
            font = FontEsc(e[4]);
        if(e.GetCount() > 5)
            color = ColorEsc(e[5]);
        w.DrawText(x, y, z, text, Nvl(font, StdFont()), color);
    }
    else
    {
        e.CheckArray(2);
        WString text = e[2];
        if(e.GetCount() > 3)
            font = FontEsc(e[3]);
        if(e.GetCount() > 4)
            color = ColorEsc(e[4]);
        w.DrawText(x, y, text, Nvl(font, StdFont()), color);
    }
}
```

I need it to improve Scatter appearance in Layout Designer.

Subject: Re: Text appearance

Posted by [mirek](#) on Sat, 18 Nov 2006 08:35:44 GMT

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1. Frankly, ScreenSans simply was not a good idea, it is a candidate for removal.

2. Accepted.

Mirek
