Subject: Variable pitch fonts
Posted by mrjt on Tue, 05 Jan 2010 16:41:50 GMT
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Not sure which forum this should live in.

In my software I have a large number of custom controls and the user is permitted to change the fonts/colours etc. that these use.

On Linux there appear to be variable pitch fonts, which cause a vertical offset to all the text drawn with those fonts. I've checked TheIde and discovered a check for Font::FIXEDPITCH. This solves the problem by preventing the user from selecting a variable pitch font, but I have an obvious question remaining:

How are you supposed to draw variable pitch fonts? There certainly doens't seem to be any special code in the CtrlLib library to handle it. Either the font height being returned wrong or there should be a negative y offset applyed to both clipping space and text coords before drawing.

Also, the TheIde strangely doesn't display variable-pitch fonts in it's Format setup window even though the code looks like it should.

Cheers

Subject: Re: Variable pitch fonts
Posted by mrjt on Tue, 05 Jan 2010 17:07:50 GMT
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Actually, checking for FIXEDPITCH doesn't even help. For some reason this also excludes StdFont() and a load of other fonts that I want (since they're the only ones that don't look awful).

Any ideas? I'm going to investigate further and see if I can find the root cause of this.

Subject: Re: Variable pitch fonts
Posted by mirek on Wed, 06 Jan 2010 21:15:53 GMT
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mrjt wrote on Tue, 05 January 2010 12:07Actually, checking for FIXEDPITCH doesn't even help. For some reason this also excludes StdFont() and a load of other fonts that I want (since they're the only ones that don't look awful).

Any ideas? I'm going to investigate further and see if I can find the root cause of this.

FIXEDPITCH actually means MONOSPACE.

I hope terminlogy is correct, this external source (first one googled seems to agree:

Subject: Re: Variable pitch fonts
Posted by mrjt on Thu, 07 Jan 2010 16:13:20 GMT
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Ah, that makes sense then. I always think of pitch as up/down, like a flying a plane

Still leaves me with the problem of fonts incorrectly reporting their heights though, I haven't had a chance to look further into it yet.

Subject: Re: Variable pitch fonts
Posted by mirek on Thu, 07 Jan 2010 21:08:53 GMT
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mrjt wrote on Thu, 07 January 2010 11:13Ah, that makes sense then. I always think of pitch as up/down, like a flying a plane

Still leaves me with the problem of fonts incorrectly reporting their heights though, I haven't had a chance to look further into it yet.

The height of font in general is tricky bussines. You can ask for the height, but you cannot count on what you get. In fact, some glyphs even exceed character cell boundaries written in TTF metrics - this is by design.

Not ideal, but something we simply have to live with....