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Subject: [FIXED] FC\_WEIGHT is too big.  
Posted by [Klugier](#) on Fri, 31 May 2013 18:39:20 GMT  
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Hello,

In my opinion, normal fonts is too bolded on X11 operating systems. We need to change FC\_WEIGHT factor. Now, It is too big. I have enclose patch code (DrawTextX11.cpp - Line 27):

```
FcPatternAddInteger(p, FC_WEIGHT, font.IsBold() ? 160 : 80);
```

Insted of:

```
FcPatternAddInteger(p, FC_WEIGHT, font.IsBold() ? 200 : 100);
```

As You can see, I had shrunk two values about 20%. I had choosen this value, because 80 is maximum value for not bolded fonts. If We select bigger value. Letters such as: "j" or "y" will have problems with tails on some desktop enviroments like KDE when GTK backend is on. The first value for "real" bolded texts is only smaller proportionally and It can be bigger.

I have enclosed demonstrative images.

P.S.

Ubuntu problem with bold text after this patch will be history.

Sincerely,  
Klugier

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### File Attachments

- 1) [UbuntuNormalWeight.png](#), downloaded 395 times
  - 2) [UbuntuSmallerWeight.png](#), downloaded 420 times
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Subject: Re: [X11 Font problems - Bug?] FC\_WEIGHT is too big.  
Posted by [mirek](#) on Sat, 15 Jun 2013 11:31:01 GMT  
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It looks like fontconfig actually defines constants for this (FC\_WEIGHT\_NORMAL, FC\_WEIGHT\_BOLD), unfortunately these seem to be 100 and 200 on my machine. Other opensource seems to use these constants as well....

Can you check please?

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Subject: Re: [X11 Font problems - Bug?] FC\_WEIGHT is too big.  
Posted by [Klugier](#) on Sat, 15 Jun 2013 15:45:53 GMT  
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Hello,

I have made simply test:

```
Cout () << "FC_WEIGHT_NORMAL: " << FC_WEIGHT_NORMAL << "\n";  
Cout () << "FC_WEIGHT_BOLD: " << FC_WEIGHT_BOLD << "\n";
```

The return values for Kubuntu 13.04 is

```
FC_WEIGHT_NORMAL: 80  
FC_WEIGHT_BOLD: 200
```

It seems that 80 constant for FC\_WEIGHT\_NORMAL looks ok and 100 is too high. On the other hand, 160 constant for bold fonts is too low.

I am not sure, but why we can't replace this line using FC\_WEIGHT\_NORMAL and FC\_WEIGHT\_BOLD constants? I have enclosed sample code:

```
FcPatternAddInteger(p, FC_WEIGHT, font.IsBold() ? FC_WEIGHT_BOLD :  
FC_WEIGHT_NORMAL);
```

P.S.  
On Ubuntu 13.04 values are the same.

Sincerely,  
Klugier

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Subject: Re: [X11 Font problems - Bug?] FC\_WEIGHT is too big.  
Posted by [mirek](#) on Mon, 17 Jun 2013 18:31:47 GMT  
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klugier wrote on Sat, 15 June 2013 11:45Hello,

I have made simply test:

```
Cout () << "FC_WEIGHT_NORMAL: " << FC_WEIGHT_NORMAL << "\n";  
Cout () << "FC_WEIGHT_BOLD: " << FC_WEIGHT_BOLD << "\n";
```

The return values for Kubuntu 13.04 is

FC\_WEIGHT\_NORMAL: 80

FC\_WEIGHT\_BOLD: 200

It seems that 80 constant for FC\_WEIGHT\_NORMAL looks ok and 100 is too high. On the other hand, 160 constant for bold fonts is too low.

I am not sure, but why we can't replace this line using FC\_WEIGHT\_NORMAL and FC\_WEIGHT\_BOLD constants? I have enclosed sample code:

I have already did that...

Mirek

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Subject: Re: [X11 Font problems - Bug?] FC\_WEIGHT is too big.

Posted by [Klugier](#) on Tue, 18 Jun 2013 10:59:06 GMT

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Hello Mirek,

We can also patch italic part (DrawTextX11.cpp - Line 25):

```
FcPatternAddInteger(p, FC_SLANT, font.IsItalic() ? FC_SLANT_ITALIC : FC_SLANT_ROMAN);
```

Sincerely,  
Klugier

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