Subject: Assertion fails in BufferPainter::TransformOp() with rotated text
Posted by Tom1 on Tue, 03 Jan 2017 08:55:32 GMT
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Hi,

When calling Painter::DrawText (for rotated text output):


 ...
 painter.DrawText(x,y,rotation,text,font,Black());
 ...


The following assertion triggers in DEBUG mode:


```
void   BufferPainter::TransformOp(const Xform2D& m)
{
 ASSERT_(IsNull(current), "Cannot change transformation during path definition");
 pathattr.mtx = attr.mtx = m * attr.mtx;
}
```


In RELEASE mode DrawText works just as it should, allowing rotation of text about its insertion
point while retaining original transformation in the background (because of Begin()/End() pair
involved). Similar temporary transformations are needed when rendering constant blocks of vector
graphics at different locations with different scaling and rotation attributes. I guess Begin()/End()
pairs should be used there too to preserve original transformation.

Is this assertion really needed for something?

Best regards,

Tom




Subject: Re: Assertion fails in BufferPainter::TransformOp() with rotated text
Posted by mirek on Tue, 03 Jan 2017 10:41:10 GMT
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Tom1 wrote on Tue, 03 January 2017 09:55Hi,

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```
...
painter.DrawText(x,y,rotation,text,font,Black());
...
```

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In RELEASE mode DrawText works just as it should, allowing rotation of text about its insertion point while retaining original transformation in the background (because of Begin()/End() pair involved). Similar temporary transformations are needed when rendering constant blocks of vector graphics at different locations with different scaling and rotation attributes. I guess Begin()/End() pairs should be used there too to preserve original transformation.

Is this assertion really needed for something?

Best regards,

Tom



Can you provide more context please? If I just do


```
void HelloWorld::Paint(Draw& w)
{
 ImagePainter iw(GetSize());
 iw.Clear(White());
 iw.DrawText(500, 500, 20, "Hello World !", Arial(100));
 w.DrawImage(0, 0, iw);
}
```

it works just fine...

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Subject: Re: Assertion fails in BufferPainter::TransformOp() with rotated text
Posted by Tom1 on Tue, 03 Jan 2017 11:53:02 GMT
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Hi Mirek,

I found that I have likely unconsumed Move(x,y) statement(s) left over in the queue from previous optimized polyline rendering. It's just like placing an "iw.Move(10,10);" just before DrawText in your sample. This causes the assertion.

So it's all my mistake. I interpreted the symptoms all wrong from the beginning. Sorry for bothering you with this.

Thanks and best regards,

Tom

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