

Doomsday Engine - Bug #1721

[OS X] Incorrect font weights

2014-01-26 13:17 - skyjake

Status:	Closed	Start date:	2014-01-26
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	1.14		
Description			
Qt is having a hard time picking the correct font weights in OS X. The solution is to use the native Core Text API to measure and rasterize text.			