
Subject: Re: It's suspected to be an issue with Font.
Posted by [mirek](#) on Sat, 16 Apr 2011 19:02:48 GMT
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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    virtual void Paint(Draw& w) {
        w.DrawRect(GetSize(), White);
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```

And this DDUMP

```
bool Replace(Font fnt, int chr, Font& rfnt)
{
    static Vector<int> rface;
    static Vector<dword> l, h;
    ONCELOCK {
        for(int i = 0; i < __countof(sFontReplacements) && rface.GetCount() < 20; i++) {
            int q = Font::FindFaceNameIndex(sFontReplacements[i].name);
            if(q > 0) {
                rface.Add(q);
                l.Add(sFontReplacements[i].l);
                h.Add(sFontReplacements[i].h);
            }
        }
    }

    Font f = fnt;
    dword tl = chr < 4096 ? 0x80000000 >> (chr >> 7) : 0;
    dword th = 0x80000000 >> ((dword)chr >> 11);
    // DDUMP(FormatIntHex(chr));
    // DDUMP(FormatIntHex(th));
    for(int i = 0; i < rface.GetCount(); i++) {
        // DDUMP(Font(rface[i], 10));
    }
}
```

```

// DDUMP(FormatIntHex(h[i]));
// DDUMP(FormatIntHex(h[i] & th));
if(((l[i] & tl) || (h[i] & th)) && !IsNormal(f.Face(rface[i]), chr)) {
    int a = fnt.GetAscent();
    int d = fnt.GetDescent();
    if(f.GetAscent() > a || f.GetDescent() > d) {
        static sFontMetricsReplacement cache[256];
        int q = CombineHash(fnt, f) & 255;
        if(cache[q].src != fnt || cache[q].dst != f) {
            cache[q].src = fnt;
            cache[q].dst = f;
            while((f.GetAscent() > a || f.GetDescent() > d) && f.GetHeight() > 1) {
                f.Height(max(1, min(f.GetHeight() - 1, f.GetHeight() * 9 / 10)));
            }
            cache[q].mdst = f;
        }
        else
            f = cache[q].mdst;
    }
    rfnt = f;
    DDUMP(rfnt.GetFaceName()); // <<- HERE
    return true;
}
}
return false;
}

```
