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Subject: Re: Strange issue with text in Painter  
Posted by [mirek](#) on Thu, 10 Jan 2019 16:09:11 GMT  
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I can see nothing obvious, but it feels like caching issue.

Please try this:

```
void ApproximateChar(LinearPathConsumer& t, Pointf at, int ch, Font fnt, double tolerance)
{
    PAINTER_TIMING("ApproximateChar");
    Value v;
    INTERLOCKED {
        PAINTER_TIMING("ApproximateChar::Fetch");
        static LRUCache<Value, GlyphKey> cache;
        cache.Shrink(500000);
        sMakeGlyph h;
        h.gk.fnt = fnt;
        h.gk.chr = ch;
        h.gk.tolerance = tolerance;
        v = cache.Get(h);
    }
    #if 1
        GlyphPainter chp;
        chp.move = chp.pos = Null;
        chp.tolerance = tolerance;
        PaintCharacter(chp, Pointf(0, 0), ch, fnt);
        Vector<float>& g = chp.glyph;
    #else
        const Vector<float>& g = ValueTo< Vector<float> >(v);
    #endif
    int i = 0;
    while(i < g.GetCount()) {
        Pointf p;
        p.x = g[i++];
        if(p.x > 1e30) {
            p.x = g[i++];
            p.y = g[i++];
            t.Move(p + at);
        }
        else {
            PAINTER_TIMING("ApproximateChar::Line");
            p.y = g[i++];
            t.Line(p + at);
        }
    }
}
```

(This switches caching off.)

Mirek

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