Subject: Re: Strange issue with text in Painter
Posted by mirek on Thu, 10 Jan 2019 16:46:30 GMT
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Tom1 wrote on Thu, 10 January 2019 17:26Hi,

Thanks! I will check this too tomorrow!

Anyway, if this does not sort out easily, I can store the problematic sequence in a Painting and serialize it in a file for you to check out. (The same procedure as last time, when there was a complex Painter issue.)

Thanks,

Tom

Yes, good idea.

Also, if my code change does not solve the problem, try this:


```
void BufferPainter::CharacterOp(const Pointf& p, int ch, Font fnt)
{
 LLOG("@ CharacterOp " << p << ", " << ch << ", " << fnt);
#if 1
 DoMove0();
 PaintCharacter(*this, p, ch, fnt);
#else
 move = current = EndPoint(p, false);
 auto& m = PathAdd<CharData>(CHAR);
 m.p = EndPoint(p, false);
 m.ch = ch;
 m.fnt = fnt;
 path_info->ischar = true;
 EvenOdd();
#endif
}
```


(It is similar - removing caching - just on another level)