
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Fri, 11 Jan 2019 10:05:43 GMT
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Could you add these DLOGs

```
struct GlyphKey {
    Font fnt;
    int chr;
    double tolerance;

    bool operator==(const GlyphKey& b) const {
        DLOG("*** operator==");
        DDUMP(fnt);
        DDUMP(b.fnt);
        DDUMP(chr);
        DDUMP(b.chr);
        return fnt == b.fnt && chr == b.chr && tolerance == b.tolerance;
    }
    unsigned GetHashValue() const {
        return CombineHash(fnt, chr, tolerance);
    }
};

struct sMakeGlyph : LRUCache<Value, GlyphKey>::Maker {
    GlyphKey gk;

    GlyphKey Key() const { return gk; }
    int Make(Value& v) const {
        GlyphPainter gp;
        gp.move = gp.pos = Null;
        gp.tolerance = gk.tolerance;
        DLOG("*** Make");
        DDUMP(GetHashValue(gk));
        DDUMP(gk.fnt);
        DDUMP(gk.chr);
        PaintCharacter(gp, Pointf(0, 0), gk.chr, gk.fnt);
        int sz = gp.glyph.GetCount() * 4;
        v = RawPickToValue(pick(gp.glyph));
        return sz;
    }
};

void ApproximateChar(LinearPathConsumer& t, Pointf at, int ch, Font fnt, double tolerance)
{
    PAINTER_TIMING("ApproximateChar");
    Value v;
```

```

INTERLOCKED {
  DLOG("==== ApproximateChar " << ch << " " << fnt);
  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;
  DDUMP(GetHashValue(h.gk));
  v = cache.Get(h);
}
#if 0
  GlyphPainter chp;
  chp.move = chp.pos = Null;
  chp.tolerance = tolerance;
  PaintCharacter(chp, Pointf(0, 0), ch, fnt);
  const 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);
    }
  }
}
}

```

then bring it into error state, send me the screenshot and .log?

Thanks,

Mirek