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Subject: Re: Strange issue with text in Painter  
Posted by [mirek](#) on Fri, 11 Jan 2019 11:33:38 GMT  
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No luck... Let us add more logging:

```
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);
  DDUMP(ValueTo< Vector<float> >(v));
}
#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);
  }
}
}
}

```

the same (no need to send painting, just .log and tell me what letter is missing / wrong).

Thanks,

Mirek

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