Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Fri, 11 Jan 2019 13:33:44 GMT
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Hi,

Here's one sequence (of log) where the first letter 'J' is rendered too large:

==== ApproximateChar 74 <Arial:27>
GetHashValue(h.gk) = 3041017192
*** operator==
fnt = <Arial:27>
b.fnt = <Arial:5 Italic>
chr = 74
b.chr = 214
*** operator==
fnt = <Arial:27>
b.fnt = <Arial:27>
chr = 74
b.chr = 74
ValueTo< Vector<float> >(v) = [9.99999984824321e30, 1, 17.46875, 4, 17, 4.39453125, 19.908203125, 5.296875, 21.7265625, 6.671875, 22.681640625, 8.484375, 23, 9.892578125, 22.84765625, 11.0859375, 22.390625, 12.00390625, 21.671875, 12.5859375, 20.734375, 13, 17.390625, 13, -1, 16, -1, 16, 17.09375, 15.79296875, 20.046875, 15.171875, 22.25, 14.1015625, 23.861328125, 12.546875, 25.0390625, 10.59375, 25.759765625, 8.328125, 26, 6.63671875, 25.86572265625, 5.15625, 25.462890625, 3.88671875, 24.79150390625, 2.828125, 23.8515625, 1.9990234375, 22.64697265625, 1.41796875, 21.181640625, 1, 17.46875]
==== ApproximateChar 111 <Arial:27>
GetHashValue(h.gk) = 3041016509
*** operator==
fnt = <Arial:27>
b.fnt = <Arial:27>
chr = 111
b.chr = 111
ValueTo< Vector<float> >(v) = [9.99999984824321e30, 1, 18.5, 1.1337890625, 16.63671875, 1.53515625, 15.03125, 2.2041015625, 13.68359375, 3.140625, 12.59375, 5.12890625, 11.3984375, 7.5, 11, 10.109375, 11.484375, 12.1875, 12.9375, 13.546875, 15.24609375, 14, 18.296875, 13.798828125, 20.76953125, 13.1953125, 22.65625, 12.208984375, 24.0703125, 10.859375, 25.125, 9.25390625, 25.78125, 7.5, 26, 4.87109375, 25.517578125, 2.796875, 24.0703125, 2.0107421875, 22.99853515625, 1.44921875, 21.712890625, 1, 18.5, 9.99999984824321e30, 3, 18.5, 3.3203125, 20.90625, 4.28125, 22.625, 5.7265625, 23.65625, 7.5, 24, 9.2734375, 23.654296875, 10.71875, 22.6171875, 11.6796875, 20.873046875, 12, 18.40625, 11.677734375, 16.0703125, 10.7109375, 14.375, 9.263671875, 13.34375, 7.5, 13, 5.7265625, 13.341796875, 4.28125, 14.3671875, 3.3203125, 16.083984375, 3, 18.5]
==== ApproximateChar 101 <Arial:27>
GetHashValue(h.gk) = 3041016535
*** operator==
fnt = <Arial:27>

b.fnt = <Arial:27>
chr = 101
b.chr = 101
ValueTo< Vector<float> >(v) = [9.99999984824321e30, 11.96875, 22, 13.9375, 22, 13.107421875, 23.69140625, 11.7734375, 24.953125, 9.970703125, 25.73828125, 7.734375, 26, 4.94921875, 25.515625, 2.8125, 24.0625, 1.453125, 21.734375, 1, 18.625, 1.458984375, 15.40625, 2.03271484375, 14.1015625, 2.8359375, 13, 4.943359375, 11.5, 7.59375, 11, 10.162109375, 11.482421875, 12.2109375, 12.9296875, 13.552734375, 15.251953125, 14, 18.359375, 13.984375, 19, 3, 19, 3.44921875, 21.138671875, 4.484375, 22.7109375, 5.9765625, 23.677734375, 7.796875, 24, 10.3125, 23.5234375, 11.25, 22.904296875, 11.96875, 22, 9.99999984824321e30, 3, 17, 12, 17, 11.6484375, 15.46484375, 10.96875, 14.359375, 9.46484375, 13.33984375, 7.578125, 13, 5.8515625, 13.271484375, 4.421875, 14.0859375, 3.42578125, 15.357421875, 3, 17]

Interestingly it always has two operator== hash compares until a match is found. (I repeated the rendering multiple times to find the spot in log more easily.) Is this multiple hash match affecting the caching in some way?

BR,

Tom

PS: When a wrong cache item is picked for a character, it may have wrong size and wrong Italic/Normal coding, but it always is the correct letter (if it is visible at all). I think the complete lack of visibility might come from very small size of the cached character. This is almost like the LRUCache only looked at the character code when picking the result. Well, of course this is not the case, since otherwise most of the text items would be trash I guess...