
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Fri, 11 Jan 2019 17:50:01 GMT
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mirek wrote on Fri, 11 January 2019 16:43 Still no clues... Anyway, let us modify logging a bit:

```
void ApproximateChar(LinearPathConsumer& t, Pointf at, int ch, Font fnt, double tolerance)
{
    PAINTER_TIMING("ApproximateChar");
    Value v;
    INTERLOCKED {
        DLOG("==== ApproximateChar " << ch << " " << (char)ch << " " << fnt << ", tolerance: " <<
tolerance);
        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);
        DDUMP(ValueTo< Vector<float> >(v));
    #if 1
        GlyphPainter chp;
        chp.move = chp.pos = Null;
        chp.tolerance = tolerance;
        PaintCharacter(chp, Pointf(0, 0), ch, fnt);
        DDUMP(chp.glyph);
        ASSERT(ValueTo< Vector<float> >(v) == chp.glyph);
    #endif
    }
    const Vector<float>& g = ValueTo< Vector<float> >(v);
    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);
        }
    }
}
```

```
}
```

(If error is here, it should also assert....)

Strangely enough, this did not exhibit the problem at all. There are no buggy letters, as far as I could tell from looking around the map for 30 minutes. No asserts either, but that is to be expected as the problem did not surface here... I have been running with MSBT17x64 but I must next look at 32-bit compiler to see if it behaves differently. And maybe test on Linux too to see if the behavior changes.

I will continue with this on Monday...

As for the transformation matrix, I cannot see a chance for it to change between successive letters. That would require another thread to break the matrix, but this issue happens in ST too, so I think it is next to impossible.

Anyway, thanks for your efforts on this so far and have a nice weekend!

Tom