
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Fri, 11 Jan 2019 18:26:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

IDK, I see no issues and as the last try I have adapted our benchmarking snippet to test zooming in hope that it will reproduce the caching error:

```
#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>

using namespace Upp;

class PainterText : public TopWindow {
public:
    Painting p;
    FileSel fs;
    BufferPainter bpainter;
    double scale = 2;

    void Open(){
        if(fs.ExecuteOpen("Select a painting to view")){
            p.Clear();
            p.Serialize(FileIn(fs.Get()));
        }
    }

    virtual void MouseWheel(Point p, int zdelta, dword keyflags)
    {
        if(zdelta < 0)
            scale *= 0.8;
        else
            scale /= 0.8;
        Refresh();
    }

    virtual bool Key(dword key, int count){
        Refresh();
        switch(key){
            case K_CTRL_O:
                Open();
                return true;
        }
        return false;
    }

    typedef PainterText CLASSNAME;
};
```

```

PainterText(){
    Sizeable();

    p.Serialize(FileIn("C:/xxx/PainteTest/T5.painting"));
}

virtual void Paint(Draw &draw){
    ImageBuffer ib(GetSize());
    {
        bpainter.Create(ib);
        bpainter.Co(false);
        bpainter.PreClipDashed();
        bpainter.Clear(White());
        bpainter.EvenOdd();

        bpainter.Scale(scale);
        bpainter.Paint(p);

        bpainter.Finish();
    }

    SetSurface(draw,Rect(ib.GetSize()),ib,ib.GetSize(),Point(0,0));
}
};

GUI_APP_MAIN
{
    PainterText().Run();
}

```

but nothing.... Is not it possible that some new addition to your code is overwriting the cached?
Some dangling pointer perhaps?

Mirek
