
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Sat, 12 Jan 2019 12:14:24 GMT
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Tom1 wrote on Fri, 11 January 2019 18:50mirek wrote on Fri, 11 January 2019 16:43

```
#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
```

(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...

Well, that is something we can work with...

First of all, it would be nice to make sure this really makes differences. Change to #if 0 to resolve this.

If this is positive, I would set back to #if 1, retest, if problem is gone, then start removing lines of testing code from the last one until the problem reappears. That should give us some clue...

Mirek
