Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Mon, 14 Jan 2019 08:58:02 GMT

Hi Mirek,

OK, here's the situation. Using PROTECT or not does not have any effect on this issue. Neither does the compiler; MSBT17 and MSBT17x64 both work the same.

After starting to comment out the lines from the bottom of the sequence, PaintCharacter() proved to be the line required for correct operation. Commenting it out it brought the problem back:

```
#if 1
  GlyphPainter chp;
  chp.move = chp.pos = Null;
  chp.tolerance = tolerance;
  PaintCharacter(chp, Pointf(0, 0), ch, fnt); // <<-- Required for correct rendering
//  DDUMP(chp.glyph);
//  ASSERT(ValueTo< Vector<float> >(v) == chp.glyph);
#endif
```


Any suggestions, how I should proceed?

Best regards,

Tom