Subject: Re: Strange issue with text in Painter
Posted by mirek on Mon, 14 Jan 2019 09:13:18 GMT
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Tom1 wrote on Mon, 14 January 2019 09:58Hi 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

Try this:

```
#ifdef 1
  DLOG("==== ApproximateChar " << ch << " " << (char)ch << " " << fnt << ", tolerance: " <<
tolerance);
  DDUMP(ValueTo< Vector<float> >(v));
  GlyphPainter chp;
  chp.move = chp.pos = Null;
  chp.tolerance = tolerance;
  extern HFONT GetWin32Font(Font fnt, int angle);
  GetWin32Font(fnt, 0);
//  PaintCharacter(chp, Pointf(0, 0), ch, fnt);
//  DDUMP(chp.glyph);
//  ASSERT(ValueTo< Vector<float> >(v) == chp.glyph);
#endif
```

GetWin32Font is called by PaintCharacter and has some caching inside too, maybe that is the one that is causing the trouble. Of course, if calling it fixes the problem, try to comment and uncomment...