
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Mon, 14 Jan 2019 09:18:57 GMT
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mirek wrote on Mon, 14 January 2019 11:13...
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...

This does not fix the issue.

BR,

Tom
