
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Mon, 14 Jan 2019 09:26:07 GMT
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Tom1 wrote on Mon, 14 January 2019 10:18mirek 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

What happens if you do

```
void PaintCharacter(Painter& sw, const Pointf& p, int chr, Font font)
{
  GlyphInfo gi = GetGlyphInfo(font, chr);
  PaintCharPath pw;
  pw.sw = &sw;
  if(gi.IsNormal())
    font.Render(pw, p.x, p.y, chr);
  /* else
  if(gi.IsReplaced()) {
    Font fnt = font;
    fnt.Face(gi.lspc);
    fnt.Height(gi.rspc);
```

```
fnt.Render(pw, p.x, p.y + font.GetAscent() - fnt.GetAscent(), chr);
}
else
if(gi.IsComposed()) {
    ComposedGlyph cg;
    Compose(font, chr, cg);
    font.Render(pw, p.x, p.y, cg.basic_char);
    sw.Div();
    cg.mark_font.Render(pw, p.x + cg.mark_pos.x, p.y + cg.mark_pos.y, cg.mark_char);
}*/
sw.EvenOdd(true);
}
```

This should have no impact at all; we are testing branches that do character replacements if characters are missing. But I guess it is worth checking (as everything else fails).
