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Subject: Re: Strange issue with text in Painter  
Posted by [Tom1](#) on Mon, 14 Jan 2019 09:42:35 GMT  
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mirek wrote on Mon, 14 January 2019 11:28 Another idea to test:

```
#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;
  GetGlyphInfo(fnt, ch);
// GetWin32Font(fnt, 0);
// PaintCharacter(chp, Pointf(0, 0), ch, fnt);
  DDUMP(chp.glyph);
  ASSERT(ValueTo< Vector<float> >(v) == chp.glyph);
#endif
```

Does this fix the issue? (GetGlyphInfo is another caching function called from PaintCharacter).

Mirek

This does not fix the issue either. (Additionally I had to comment out the ASSERT, as the chp.glyph is not initialized to compare correctly with v.)

BR, Tom

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