Subject: Re: Strange issue with text in Painter
Posted by mirek on Mon, 14 Jan 2019 10:07:27 GMT
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Tom1 wrote on Mon, 14 January 2019 11:01Tried. Now the error appears if "fnt.Render(pw, 0, 0, ch);" is commented out from the above.

BR, Tom

Getting closer, but still no clue....

```
#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;

  struct PaintCharPath : FontGlyphConsumer {
   Painter *sw;

   virtual void Move(Pointf p) {
    sw->Move(p);
   }
   virtual void Line(Pointf p) {
    sw->Line(p);
   }
   virtual void Quadratic(Pointf p1, Pointf p2) {
    sw->Quadratic(p1, p2);
   }
   virtual void Cubic(Pointf p1, Pointf p2, Pointf p3) {
    sw->Cubic(p1, p2, p3);
   }
   virtual void Close() {
    sw->Close();
   }
  } pw;
  pw.sw = &chp;
  void RenderCharacterSys(FontGlyphConsumer& sw, double x, double y, int ch, Font fnt);
  RenderCharacterSys(pw, 0, 0, ch, fnt);
//  fnt.Render(pw, 0, 0, ch);
//  PaintCharacter(chp, Pointf(0, 0), ch, fnt);
//  DDUMP(chp.glyph);
//  ASSERT(ValueTo< Vector<float> >(v) == chp.glyph);
#endif
```

Now if RenderCharacterSys here is our 'toggle', I suggest start commenting out its internals to see what really makes the difference...

Mirek

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