
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Mon, 14 Jan 2019 10:57:33 GMT
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mirek wrote on Mon, 14 January 2019 12:41 Thinking about it, I have suspicion that maybe RawPickToValue might have to do something with all that...

What about this:

```
struct sMakeGlyph : LRUCache<String, GlyphKey>::Maker {
    GlyphKey gk;

    GlyphKey Key() const    { return gk; }
    int    Make(String& v) const {
        GlyphPainter gp;
        gp.move = gp.pos = Null;
        gp.tolerance = gk.tolerance;
        PaintCharacter(gp, Pointf(0, 0), gk.chr, gk.fnt);
        int sz = gp.glyph.GetCount() * 4;
        v.Set((char *)gp.glyph.begin(), sizeof(float) * gp.glyph.GetCount());
        return sz;
    }
};

void ApproximateChar(LinearPathConsumer& t, Pointf at, int ch, Font fnt, double tolerance)
{
    PAINTER_TIMING("ApproximateChar");
    String v;
    INTERLOCKED {
        PAINTER_TIMING("ApproximateChar::Fetch");
        static LRUCache<String, GlyphKey> cache;
        cache.Shrink(500000);
        sMakeGlyph h;
        h.gk.fnt = fnt;
        h.gk.chr = ch;
        h.gk.tolerance = tolerance;
        v = cache.Get(h);
    }
    int i = 0;
    int count = v.GetCount() / sizeof(float);
    const float *g = (const float *)~v;
    while(i < count) {
        Pointf p;
        p.x = g[i++];
        if(p.x > 1e30) {
            p.x = g[i++];
            p.y = g[i++];
        }
    }
}
```

```
t.Move(p + at);  
}  
else {  
    PAINTER_TIMING("ApproximateChar::Line");  
    p.y = g[i++];  
    t.Line(p + at);  
}  
}  
}
```

The problem is still there with the above code.

BR, Tom
