Subject: Re: Strange issue with text in Painter
Posted by mirek on Mon, 14 Jan 2019 11:30:06 GMT

View Forum Message <> Reply to Message

Tom1 wrote on Mon, 14 January 2019 12:21According to Windows Task Manager, there are 30 threads running on this process. But my GUI is simply running on main thread. There should be nothing graphical going on in any of my background threads.

Here's an interesting part: I said previously that ST/MT in Painter did not make any difference. Well, it did not when I had started the program originally with Painter MT enabled and then switched 'live' to ST to test for the error effect. BUT: Now I started with Painter fixed in ST and: Error is gone... Sounds like in my original MT/ST test the font caching in Painter had already happened in MT before I switched it to ST.

I need to dig deeper on this.

BR, Tom

Well, that makes better sense - as the only possible difference there seem to be the delay, this would point to some sort of race condition. Probably the wrong glyph was cached BEFORE ST was activated....

Maybe there is a problem with INTERLOCKED. Can you try to replace it with explicit mutex?

Mirek