
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Mon, 14 Jan 2019 15:08:07 GMT
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Tom1 wrote on Mon, 14 January 2019 15:38No, false positive. The problem is still there even after the "void Painter::TextOp(const Pointf& p, const wchar *text, Font fnt, int n, const double *dx)" -fix.

BR, Tom

Well, for today I am out of ideas.... Will continue tomorrow, OK?

Perhaps one last question: This probably must have started recently, probably after the last round of optimizations. Is that correct?

Mirek
