
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Mon, 14 Jan 2019 16:21:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

Yes, I'm also out of time for today. Tomorrow I will have time until about 14:00 EET.

The first time I noticed this was just last week when I reported it. I had not updated from SVN in a while before that though, so I may need to go back a bit further in time to find that.

One potential reason for finding this issue is that I had just recently reached a point in my own code where I started to rotate the texts according to the original scale and rotation, both of which change constantly over the projection surface for maps where a change from one map projection to another has been carried out.

In effect this has caused an overwhelming increase in cached fonts here in my application. I think the reason is that when tolerance changes even by the smallest fraction of a double, it necessitates a new cache entry. In my case there will be a huge amount of cache entries. Actually, if the tolerance parameter were made more discrete, e.g. through classing to slots for caching, the problem might not show up at all or at least do it extremely rarely. Then again, I think, the potential issue with caching should be corrected first, if real, and only thereafter should the optimization through classing be implemented.

I might have it all wrong here, but this is just a thought.

Anyway, Mirek, thanks for your efforts today on the task!

Best regards,

Tom
