
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Mon, 14 Jan 2019 18:53:55 GMT
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EDIT: Perhaps check the possible fix first - the last post "OK, now I see possible bug, hard to say it is related, but please test:" and do testing only if it fails.

To test:

```
void BufferPainter::FinishPathJob()
{
    if(jobcount == 0)
        return;
    /* CoWork co;
    co * [&] {
        for(;;) {
            int i = co.Next();
            if(i >= jobcount)
                break;
            CoJob& b = cojob[i];
            b.rasterizer.Reset();
            PathJob j(b.rasterizer, b.width, b.path_info, b.attr, b.preclip, b.regular);
            if(!j.preclipped) {
                b.evenodd = j.evenodd;
                BufferPainter::RenderPathSegments(j.g, b.path_info->path[b.subpath], j.regular ? &b.attr :
NULL, j.tolerance);
            }
        }
    };*/
    for(int i = 0; i < jobcount; i++) {
        CoJob& b = cojob[i];
        b.rasterizer.Reset();
        PathJob j(b.rasterizer, b.width, b.path_info, b.attr, b.preclip, b.regular);
        if(!j.preclipped) {
            b.evenodd = j.evenodd;
            BufferPainter::RenderPathSegments(j.g, b.path_info->path[b.subpath], j.regular ? &b.attr :
NULL, j.tolerance);
        }
    }

    FinishFillJob();

    fillcount = jobcount;
    Swap(cofill, cojob); // Swap to keep allocated rasters (instead of pick)
```

(Changing the path rendering to run in ST)
