
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Mon, 14 Jan 2019 19:56:35 GMT
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OK, now I see possible bug, hard to say it is related, but please 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);
                }
            }
        };
    }

    FinishFillJob();
}
```

(The difference is that CoWork is now inside block).
