
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).
