Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Tue, 15 Jan 2019 07:53:43 GMT
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mirek wrote on Mon, 14 January 2019 20:53EDIT: 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)

This fixes the issue.

I do not know if this has anything to do with it, but I have noticed that I cannot pass reference variables as parameters to CoWork::Do() -called functions. Compiler does not complain, but the code simply does not work correctly. I have had to switch to using pointers as parameters instead of reference variables in such functions.

BR, Tom
