
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Tue, 15 Jan 2019 08:51:07 GMT
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mirek wrote on Tue, 15 January 2019 10:38What about locking the whole lambda body?

Also to test in the same loop:

```
PathJob j(b.rasterizer, b.width, b.path_info, b.attr, b.preclip, false);  
(change the last parameter to 'false')  
  
void BufferPainter::FinishPathJob()  
{  
    if(jobcount == 0)  
        return;  
  
    CoWork co;  
    co * [&] {  
        INTERLOCKED {  
            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);  
                }  
            }  
        }  
    };
```

This works OK. I will now test with 'false' instead of 'b.regular'.

BR, Tom
