
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 10:38 What 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
