
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
