
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Tue, 15 Jan 2019 09:06:01 GMT
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```
CharEntry fc_cache[512];
```

```
GlyphInfo GetGlyphInfo(Font font, int chr)
{
    INTERLOCKED {
        font.RealizeStd();
        unsigned hash = GlyphHash(font, chr);
        CharEntry& e = fc_cache[hash & 511];
        if(e.font != font.AsInt64() || e.chr != chr)
            e = GetGlyphEntry(font, chr, hash);
        return e.info;
    }
}
```

```
(removal of thread__ for fc_cache)
```
