
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Tue, 15 Jan 2019 09:07:44 GMT
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```
FontEntry fi_cache[63];
```

```
const CommonFontInfo& GetFontInfo(Font font)
{
    INTERLOCKED {
        font.RealizeStd();
        unsigned hash = FoldHash(font.GetHashValue()) % 63;
        FontEntry& e = fi_cache[hash];
        if(e.font != font.AsInt64()) {
            Mutex::Lock ____(sFontLock);
            e.font = font.AsInt64();
            e.info = GetFontInfoSys(font);
        }
        return e.info;
    }
}
```

(Removal of thread__ for fi_cache)
