
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Tue, 15 Jan 2019 13:56:40 GMT
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Tom1 wrote on Tue, 15 January 2019 13:28Tom1 wrote on Tue, 15 January 2019 11:19Hi,
Removal of thread__ for fc_cache and fi_cache do not help. The issue is still there.

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As for the testcode, I could not spot any false characters there, but the granularity due to significant zooming ruins part of the larger texts.

BR, Tom

Hi!

It looks like this change of removing thread__ for fc_cache and fi_cache did not get compiled for me as I was simultaneously working on the testcode. Now I recompiled all and tried this once more and BANG! The problem was gone from my own program. And I also got it back by adding the thread__ ahead of those two caches. I think this solved the issue!

I must fly now... Will be back for more testing tomorrow.

A million thanks and best regards,

Tom

Obviously the next step is to try whether it is caused by first, second or both...

Mirek
