
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Wed, 16 Jan 2019 07:54:36 GMT
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Good morning Mirek,

Removing "thread__" from "thread__ CharEntry fc_cache[512];" fixes it.

Removing "thread__" from "thread__ FontEntry fi_cache[63];" does not have any effect on the problem.

Best regards,

Tom

BTW: Why should the caches be thread_local anyway? Isn't it true that Painter will use the same fonts with a whole bunch of threads when painting in MT? Having them common for all threads would have the used fonts cached after first hit and available to all threads. (Well, I'm likely missing something important here, but you'll probably educate me on that shortly...) :)
