Subject: Re: Strange issue with text in Painter
Posted by mirek on Wed, 16 Jan 2019 08:21:28 GMT

Tom1 wrote on Wed, 16 January 2019 08:54
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...) :)

These functions are not Painter specific. They are used for rendering text with Draw as well. thread_local is used to avoid locking the mutex for each glyphinfo query (e.g. Font fnt = Arial(20); int char_width = fnt['A']; - operator[] is using this cache)

Mirek