Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Wed, 16 Jan 2019 08:37:02 GMT
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mirek wrote on Wed, 16 January 2019 10:18Tom1 wrote on Wed, 16 January 2019 08:54Good 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...) :)

Only to avoid confusion, how the code for CharEntry exactly looks now for you? And again, the rest of the code is absolutely the same as trunk?

Mirek

I refreshed from trunk this morning and the only change is in Font.cpp:

CharEntry fc_cache[512];

Instead of original:
thread__ CharEntry fc_cache[512];

BR, Tom