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Subject: Re: Strange issue with text in Painter  
Posted by [Tom1](#) on Wed, 16 Jan 2019 09:45:04 GMT  
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mirek wrote on Wed, 16 January 2019 10:39Tom1 wrote on Wed, 16 January 2019 09:37mirek 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

Well,there should be additional INTERLOCKED (to replace thread\_\_)... Anyway, that is probably not relevant..

Any chance that you see a bug there in the code? I see nothing :(

I have read the code back and forth, but I clearly do not understand what's the reason for this. I'll keep digging...

BR, Tom

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