
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Wed, 16 Jan 2019 09:53:21 GMT
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Can you try this (with thread__ in place)

```
void PaintCharacter(Painter& sw, const Pointf& p, int chr, Font font)
{
    GlyphInfo gi = GetGlyphInfo(font, chr);
    PaintCharPath pw;
    pw.sw = &sw;
    if(gi.IsNormal())
        font.Render(pw, p.x, p.y, chr);
    else
        if(gi.IsReplaced()) {
            Font fnt = font;
            fnt.Face(gi.Ispsc);
            fnt.Height(gi.rspc);
            fnt.Render(pw, p.x, p.y + font.GetAscent() - fnt.GetAscent(), chr);
            DLOG("Replaced " << font << " -> " << fnt << ", " << chr << " " << (char)chr);
        }
    else
        if(gi.IsComposed()) {
            DLOG("Composed " << font << ", " << chr << " " << (char)chr);
            ComposedGlyph cg;
            Compose(font, chr, cg);
            font.Render(pw, p.x, p.y, cg.basic_char);
            sw.Div();
            cg.mark_font.Render(pw, p.x + cg.mark_pos.x, p.y + cg.mark_pos.y, cg.mark_char);
        }
    sw.EvenOdd(true);
}
```

bring it to error and check whether there is anything in the log?

Mirek
