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.lspc);
  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