
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Wed, 16 Jan 2019 10:11:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe you can try to call GetGlyphInfoSys directly there, with `Mutex::Lock __ (sFontLock);`

```
thread__ CharEntry fc_cache[512];

GlyphInfo GetGlyphInfo(Font font, int chr)
{
    font.RealizeStd();
    /* unsigned hash = GlyphHash(font, chr);
    CharEntry& e = fc_cache[hash & 511];
    if(e.font != font.AsInt64() || e.chr != chr)
        e = GetGlyphEntry(font, chr, hash);
    return e.info;*/
    return GetGlyphEntry(font, chr, hash).info;
    */
    Mutex::Lock __ (sFontLock);
    return GetGlyphInfoSys(font, chr);
}
```

Another thing to test is whether

```
thread__ CharEntry fc_cache[512];

GlyphInfo GetGlyphInfo(Font font, int chr)
{
    font.RealizeStd();
    unsigned hash = GlyphHash(font, chr);
    /* CharEntry& e = fc_cache[hash & 511];
    if(e.font != font.AsInt64() || e.chr != chr)
        e = GetGlyphEntry(font, chr, hash);
    return e.info;*/
    return GetGlyphEntry(font, chr, hash).info;
}
```

still depends on thread__ (hopefully not :)
