
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Wed, 16 Jan 2019 10:39:22 GMT
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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;
}
```

This fails regardless using thread__ or not.

BR, Tom
