
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Wed, 16 Jan 2019 10:46:43 GMT
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Even this fails:

```
//CharEntry fc_cache[512];
```

```
GlyphInfo GetGlyphInfo(Font font, int chr)
```

```
{  
    //Mutex::Lock ____(sFontLock);  
    GlyphInfo info;  
    INTERLOCKED{  
        font.RealizeStd();  
        info=GetGlyphInfoSys(font, chr);  
    }  
    return info;  
}
```

BR, Tom
