Subject: Re: Strange issue with text in Painter Posted by mirek on Wed, 16 Jan 2019 11:00:16 GMT

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```
Tom1 wrote on Wed, 16 January 2019 11:46Even 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

Well, those returns some sanity...

I have found possible issue and committed to trunk, please plain trunk now.. The chance that this fixes the issue is like 5%, but it is worth trying....