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 commited to trunk, please plain trunk now.. The chance that this fixes the issue is like 5%, but it is worth trying....