
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Wed, 16 Jan 2019 12:26:37 GMT
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We are close but not there yet... The problem is that all calls to GetWin32Font should already be serialized (locked) - the only one that was not quite properly locked I have fixed in the trunk today.

Just for sanity check, can you do Find in Files search over all project files for GetWin32Font ?

For me, it returns

```
C:\u\upp.src\uppsrc\Draw\FontWin32.cpp (20): HFONT GetWin32Font(Font fnt, int angle)
C:\u\upp.src\uppsrc\Draw\FontWin32.cpp (22): LTIMING("GetWin32Font");
C:\u\upp.src\uppsrc\Draw\FontWin32.cpp (41): LTIMING("GetWin32Font2");
C:\u\upp.src\uppsrc\Draw\FontWin32.cpp (106): HFONT hfont = GetWin32Font(font, 0);
C:\u\upp.src\uppsrc\Draw\FontWin32.cpp (262): HFONT hfont = GetWin32Font(font, 0);
C:\u\upp.src\uppsrc\Draw\FontWin32.cpp (344): HFONT hfont = GetWin32Font(font, 0);
C:\u\upp.src\uppsrc\Draw\FontWin32.cpp (401): HFONT hfont = GetWin32Font(fnt, 0);
C:\u\upp.src\uppsrc\CtrlCore\DrawTextWin32.cpp (9): HFONT GetWin32Font(Font fnt, int angle);
C:\u\upp.src\uppsrc\CtrlCore\DrawTextWin32.cpp (21): Mutex::Lock ____sFontLock); // need this
because of GetWin32Font
C:\u\upp.src\uppsrc\CtrlCore\DrawTextWin32.cpp (22): HGDIOBJ orgfont =
::SelectObject(handle, GetWin32Font(font, angle));
(): 10 occurrence(s) have been found.
```

Do you have any other occurrences?

Mirek
