
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Wed, 16 Jan 2019 14:14:44 GMT
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Tom1 wrote on Wed, 16 January 2019 15:47Tom1 wrote on Wed, 16 January 2019 15:27The "GetWin32Font" occurrences are the same.

The bad news is that I just found one missing character error again with this last code. But this is just one, which means the frequency of errors dropped significantly because of INTERLOCKing the GetWin32Font -cache. Now I must go back and check again more thoroughly when the GetWin32Font -cache is entirely disabled.

BR, Tom

I read through the entire map area (about the same area I sent you in painting, just a little more on the top/bottom edges) and could not find a single error when the GetWin32Font -cache was commented out.

BR, Tom

EDIT: Now I see the difference between INTERLOCKing and disabling; There is a:
cache[0] = be;

In the end of GetWin32Font(), which does not get locked. I will next test locking the most of GetWin32Font() and then a tedious 20 minutes of scanning false characters... I hope! :)

BR, Tom

No. Locking the entire GetWin32Font() does not work either. The bad letters can still be found.

BR, Tom