Subject: Re: Strange issue with text in Painter
Posted by mirek on Wed, 16 Jan 2019 14:22:41 GMT
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What about this

```
HFONT GetWin32Font(Font fnt, int angle)
{
 LTIMING("GetWin32Font");
 static HFontEntry cache[FONTCACHE];
 ONCELOCK {
  for(int i = 0; i < FONTCACHE; i++)
   cache[i].font.Height(-30000);
 }
 HFontEntry be;
 be = cache[0];
 if(be.font == fnt && be.angle == angle)
  return be.hfont;
/*
 for(int i = 0; i < FONTCACHE; i++) {
  HFontEntry e = cache[i];
  if(i)
   cache[i] = be;
  if(e.font == fnt && e.angle == angle) {
   if(i)
    cache[0] = e;
   return e.hfont;
  }
  be = e;
 }
*/ LTIMING("GetWin32Font2");
 if(be.hfont)
  DeleteObject(be.hfont);

 be.font = fnt;
 be.angle = angle;
 be.hfont = CreateFont(
  fnt.GetHeight() ? -abs(fnt.GetHeight()) : -12,
  fnt.GetWidth(), angle, angle, fnt.IsBold() ? FW_BOLD : FW_NORMAL,
  fnt.IsItalic(), fnt.IsUnderline(), fnt.IsStrikeout(),
  fnt.GetFace() == Font::SYMBOL ? SYMBOL_CHARSET : DEFAULT_CHARSET,
  fnt.IsTrueTypeOnly() ? OUT_TT_ONLY_PRECIS : OUT_DEFAULT_PRECIS,
  CLIP_DEFAULT_PRECIS,
  fnt.IsNonAntiAliased() ? NONANTIALIASED_QUALITY : DEFAULT_QUALITY,
  DEFAULT_PITCH|FF_DONTCARE,
  fnt.GetFaceName()
 );
```

```
 cache[0] = be;
 return be.hfont;
}
```