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Subject: Re: Strange issue with text in Painter  
Posted by [Tom1](#) on Wed, 16 Jan 2019 14:40:46 GMT  
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mirek wrote on Wed, 16 January 2019 16:22What 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;  
}
```

This works :) (At least for the period from your last message... i.e. a lot of place names read!)

BR, Tom

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