
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Thu, 17 Jan 2019 08:42:00 GMT

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Maybe we can log some sense from it all:

```
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];
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;
LOG("GetWin32Font found at " << i << " " << fnt);
return e.hfont;
}
be = e;
}
LTIMING("GetWin32Font2");
if(be.hfont)
DeleteObject(be.hfont);

LOG("GetWin32Font not found " << fnt);

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;  
}
```

(reproduce the error and send me the log...)

BTW, I am sorry it is taking this long, I am trying but the issue is really elusive...
