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Subject: Re: Strange issue with text in Painter  
Posted by [Tom1](#) on Thu, 17 Jan 2019 09:04:02 GMT  
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mirek wrote on Thu, 17 January 2019 10:42 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...

No worries. I know sometimes it feels the code really fights back. I'm very thankful for helping me out here, and also for creating the U++ platform in all. It has made my life so much better for over a decade already... :)

Please find attached the log.

Best regards,

Tom

### File Attachments

1) [CharTest.7z](#), downloaded 143 times

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