
Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Thu, 17 Jan 2019 09:42:13 GMT
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mirek wrote on Thu, 17 January 2019 11:19 Well, I should have done that in the previous request, but I got idea how to make these .logs better and how to possibly try to catch the error:

```
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;
            LOGFONT lf;
            int ret = GetObject(e.hfont, sizeof(lf), &lf);
            LOG("GetWin32Font found at " << i << " " << fnt << " " << lf.lfFaceName << " " << lf.lfHeight);
            VERIFY(abs(lf.lfHeight) == abs(fnt.GetHeight()));
            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;  
}
```

Well, instead of pointing out the error, this one fixed the error...

// Tom

EDIT: Added the log...

File Attachments

1) [ChartTest.7z](#), downloaded 261 times
