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Subject: Re: Strange issue with text in Painter  
Posted by [Tom1](#) on Thu, 17 Jan 2019 10:32:58 GMT  
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mirek wrote on Thu, 17 January 2019 12:28Tom1 wrote on Thu, 17 January 2019 11:07mirek wrote on Thu, 17 January 2019 11:51Let us try the same here: (restore rest to trunk...)

```
void RenderCharacterSys(FontGlyphConsumer& sw, double x, double y, int ch, Font fnt)
{
    HFONT hfont = GetWin32Font(fnt, 0);
    if(hfont) {
        HDC hdc = Win32_IC();
        HFONT ohfont = (HFONT) ::SelectObject(hdc, hfont);

        LOGFONT lf;
        int ret = GetObject(hfont, sizeof(lf), &lf);
        LOG("RenderCharacterSys " << fnt << " " << ch << " " << (char)ch << ' ' << lf.lfFaceName << " "
        << lf.lfHeight);
        VERIFY(abs(lf.lfHeight) == abs(fnt.GetHeight()));

        GLYPHMETRICS gm;
        MAT2 m_matrix;
        memset(&m_matrix, 0, sizeof(m_matrix));
        m_matrix.eM11.value = 1;
        m_matrix.eM22.value = 1;
        int gsz = GetGlyphOutlineW(hdc, ch, GGO_NATIVE|GGO_UNHINTED, &gm, 0, NULL,
        &m_matrix);
        if(gsz < 0)
            return;
        StringBuffer gb(gsz);
        gsz = GetGlyphOutlineW(hdc, ch, GGO_NATIVE|GGO_UNHINTED, &gm, gsz, ~gb, &m_matrix);
        if(gsz < 0)
            return;
        RenderCharPath(~gb, gsz, sw, x, y + fnt.GetAscent());
        ::SelectObject(hdc, ohfont);
    }
}
```

This did not work. (Rest is now as in trunk.)

Tom

Did not work means missing/wrong letters? And VERIFY never triggered?

I mean missing/wrong letters were detected.

VERIFY did not trigger. (BTW, should it be DEBUG for VERIFY to work or is it OK to run RELEASE? Loading the map in DEBUG mode takes quite a while longer than in RELEASE mode, so I prefer using RELEASE mode when there are no LOGs needed.)

Tom

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