Subject: Re: Strange issue with text in Painter
Posted by Tom1 on Thu, 17 Jan 2019 11:34:37 GMT
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mirek wrote on Thu, 17 January 2019 13:28Tom1 wrote on Thu, 17 January 2019 12:09mirek
wrote on Thu, 17 January 2019 12:46Another try...


```
HDC Win32_IC()
{
 thread_local HDC hdc = CreateIC("DISPLAY", NULL, NULL, NULL);
 return hdc;
/* static HDC hdc;
 ONCELOCK {
  hdc = CreateIC("DISPLAY", NULL, NULL, NULL);
 }
 return hdc;*/
}
```


This fixes the issue. Not a single missing or false letter visible (to my eye).

May I get excited already, or is this just an intermediate step towards the goal? :)

intermediate step... But it all sort starts feeling like some inconsistency with GDI objects and
threads, maybe in Win32.... (What I did here is to have IC per thread, which really should not be
necessarry...

Anyway, one more test:


```
void RenderCharacterSys(FontGlyphConsumer& sw, double x, double y, int ch, Font fnt)
{
 static Atomic h;
 h++;
 HFONT hfont = GetWin32Font(fnt, 0);
 VERIFY(hfont);
 if(hfont) {
  HDC hdc = Win32_IC();
  HFONT ohfont = (HFONT) ::SelectObject(hdc, hfont);
  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);
 }
 h--;
 ASSERT(h == 0);
}
```

No assertion in RELEASE mode. Bad letters were detected.

Tom