
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Thu, 17 Jan 2019 11:34:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 necessary...

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
