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 = CreatelC("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;
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);
}</pre>
```

No assertion in RELEASE mode. Bad letters were detected.

Tom