
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Thu, 17 Jan 2019 11:47:06 GMT
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Tom1 wrote on Thu, 17 January 2019 13:34mirek 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

OK. In DEBUG mode this asserted in just after a few seconds.

Tom
