

---

Subject: Re: Strange issue with text in Painter  
Posted by [mirek](#) on Thu, 17 Jan 2019 12:01:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, failing VERIFY is interesting. Let us dig a bit more there...

```
void RenderCharacterSys(FontGlyphConsumer& sw, double x, double y, int ch, Font fnt)
{
    DLOG("RenderCharSys " << fnt << " " << ch << " " << (char)ch);
    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);
        VERIFY(gsz >= 0);
        if(gsz < 0)
            return;
        StringBuffer gb(gsz);
        gsz = GetGlyphOutlineW(hdc, ch, GGO_NATIVE|GGO_UNHINTED, &gm, gsz, ~gb, &m_matrix);
        VERIFY(gsz >= 0);
        if(gsz < 0)
            return;
        RenderCharPath(~gb, gsz, sw, x, y + fnt.GetAscent());
        ::SelectObject(hdc, ohfont);
    }
    h--;
    VERIFY(h == 0);
}
```

If it fails, send me where and the log...

---