
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Thu, 17 Jan 2019 12:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Thu, 17 January 2019 14:34What about

```
void RenderCharacterSys(FontGlyphConsumer& sw, double x, double y, int ch, Font fnt)
{
RLOG(CoWork::GetWorkerIndex() << " 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);
if(gsz < 0) {
LOGFONT lf;
int ret = GetObject(hfont, sizeof(lf), &lf);
RLOG("Failed " << CoWork::GetWorkerIndex() << " RenderCharSys " << fnt << " " << ch << " "
<< (char)ch
<< ", real: " << " " << lf.lfFaceName << " " << lf.lfHeight);
RDUMP((void *)hdc);
RDUMP((void *)hfont);
RDUMP(GetLastErrorMessage());
}
VERIFY(gsz >= 0);
if(gsz < 0)
return;
StringBuffer gb(gsz);
gsz = GetGlyphOutlineW(hdc, ch, GGO_NATIVE|GGO_UNHINTED, &gm, gsz, ~gb, &m_matrix);
if(gsz < 0) {
LOGFONT lf;
int ret = GetObject(hfont, sizeof(lf), &lf);
RLOG("Failed2 " << CoWork::GetWorkerIndex() << " RenderCharSys " << fnt << " " << ch << " "
<< (char)ch
<< ", real: " << " " << lf.lfFaceName << " " << lf.lfHeight);
RDUMP((void *)hdc);
RDUMP((void *)hfont);
RDUMP(GetLastErrorMessage());
}
```

```
}

VERIFY(gsz >= 0);
if(gsz < 0)
    return;
RenderCharPath(~gb, gsz, sw, x, y + fnt.GetAscent());
::SelectObject(hdc, ohfont);
}
h--;
VERIFY(h == 0);
}
```

Again the first VERIFY(gsz >= 0); ASSERTED on line 424. LOG attached...

BR, Tom

File Attachments

- 1) [ChartTest.7z](#), downloaded 254 times
-