
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Thu, 17 Jan 2019 12:40:00 GMT
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mirek wrote on Thu, 17 January 2019 14:34 What 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(GetLastError());
    }
    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(GetLastError());
    }
  }
}
```

```
}  
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 199 times
