
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Thu, 17 Jan 2019 13:12:56 GMT
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mirek wrote on Thu, 17 January 2019 14:58...

It starts to look like Win32 does not like the sharing of HDC... (despite of what the documentation says).

What about this:

```
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 = CreateIC("DISPLAY", NULL, NULL, NULL);
        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.IfFaceName << " " << lf.IfHeight);
RDUMP((void *)hdc);
RDUMP((void *)hfont);
RDUMP(GetLastErrorMessages());
}
VERIFY(gsz >= 0);
if(gsz < 0)
    return;
RenderCharPath(~gb, gsz, sw, x, y + fnt.GetAscent());
::SelectObject(hdc, ohfont);
::DeleteDC(hdc);
}
h--;
VERIFY(h == 0);
}

```

As far as I can see, not a single bad or missing letter in 8 minutes of systematic intensive scanning of names. No VERIFYs/ASSERTs either. The log is attached.

BR, Tom

File Attachments

1) [ChartTest.7z](#), downloaded 257 times
