
Subject: Re: GLDraw, GLCtrl would be nice to work properly

Posted by [Klugier](#) on Mon, 04 Jul 2022 21:36:53 GMT

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Hello Mirek,

Commenting SysImageRealized doesn't help. Also, commenting w.DrawImage(), too. What helped is commenting loop with angle:

```
//for(int angle = 0; angle < 360; angle += 30)
// w.DrawText(sz.cx - sz.cx / 3, sz.cy - sz.cy / 3, angle * 10, "x  Text with angle " +
AsString(angle));
```

So, following code works fine on 32-bit windows:

```
virtual void GLPaint() {
    Size sz = GetSize();

    GLDraw w;

    w.Init(sz);

    w.DrawRect(0, 0, sz.cx, sz.cy, SWhite);
    w.DrawRect(10, 10, 30, 30, SRed);
    w.DrawLine(45, 45, 80, 120, 4, Blue);
    w.DrawLine(80, 90, 400, 0, PEN_DASHDOT);

    w.DrawImage(200, 10, CtrlImg::reporticon());
    w.DrawImage(280, 10, CtrlImg::reporticon(), Red());

    const char *text = "This text is centered";
    Size tsz = GetTextSize(text, Arial(25).Bold());

    w.DrawText((sz.cx - tsz.cx) / 2, (sz.cy - tsz.cy) / 2, text, Arial(27).Bold(), SBlue);
    w.Clipoff(200, 50, 95, 100);
    w.DrawText(0, 80, "CLIPPED", Roman(25));

    //for(int angle = 0; angle < 360; angle += 30)
    // w.DrawText(sz.cx - sz.cx / 3, sz.cy - sz.cy / 3, angle * 10, "x  Text with angle " +
    AsString(angle));

    w.End();
}
```

OK, after digging more AsString(angle) is causing crash. It works good with following line of code:

```
w.DrawText(sz.cx - sz.cx / 3, sz.cy - sz.cy / 3, angle * 10, "x  Text with angle " /*+  
AsString(angle)*/);
```

Replacing AsString with IntStr cause the same error. I think the problem must be with utoa32 (Format.cpp) function and it's memory management on 32 bit architecture.

Klugier
