Subject: Re: GLDraw,GLCtrl would be nice to work properly
Posted by mirek on Mon, 04 Jul 2022 23:05:27 GMT

Klugier wrote on Mon, 04 July 2022 23:36
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

Well, accidentally, AsString in this case does not allocate any memory.... :)

What is more likely that glyphs for digits are maybe causing the problem. Maybe you can replace
AsString with "123" ?

Mirek