Subject: Re: GLDraw,GLCtrl would be nice to work properly
Posted by mirek on Tue, 05 Jul 2022 09:13:20 GMT
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Klugier wrote on Tue, 05 July 2022 10:44Hello Mirek,

You are right inserting numbers in the string cause crash. Below line crashes:

w.DrawText(sz.cx - sz.cx / 3, sz.cy - sz.cy / 3, angle * 10, "x   Text with angle 123");

So, it is not a problem with number to string conversion. Thanks for explanation about memory allocation ;)

Klugier

Keep experimenting. What about "xxx" instead of "123" ? (These are glyphs that already should be cached).

Mirek