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Subject: Re: Painter improvements

Posted by [Tom1](#) on Wed, 27 Dec 2023 12:42:37 GMT

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Hi Mirek,

Thanks, this is very interesting. However, unfortunately, when built with MSBT22x64 the text rendering is very broken. It shows on PainterExamples (and elsewhere too). Can you check this?

Best regards,

Tom

EDIT: In Core/ValueCache.h add String() conversion for return fixes the text rendering issue. MSBT actually warns about automatic conversion here:

```
template <class K, class M>
String MakeKey_(const K& k, const M& m)
{
    StringBuffer key;
    RawCat(key, StaticTypeNo<K>());
    RawCat(key, StaticTypeNo<M>());
    key.Cat(k());
    return String(key); // << Add String() here!
}
```

I will do further tests...

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