
Subject: Re: MacOS X woes

Posted by [lundman](#) on Tue, 26 Dec 2006 06:20:27 GMT

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After fixing that Xft issue, it actually starts the application, but dies in Acquire() later on, so I guess his Xft is returning many non-standard things (he seems to have no X11 fonts).

```
f->xftfont = CreateXftFont(font, angle);
f->filename = NULL;
f->ascent = (int16)f->xftfont->ascent;
f->descent = (int16)f->xftfont->descent;
```

Which happens because CreateXftFont() returns NULL. But I am unsure how to fix this, or if we would just consider it "too broken" not to have fonts? But complaining would be nicer than coring.

I can add:

```
f->xftfont = CreateXftFont(font, angle);
if (f->xftfont) return NULL;
```

But we've already called InsertNext(HASH) on it, so would have to roll that back. If I call CreateXftFont() before we call fh->InsertNext() it will eventually die in;

Draw.h:

```
void    Retain(const FontInfo& f) { ptr = f.ptr; ptr->count++; charset = f.charset; }
```

Because ptr is NULL. If I wrap that with "if (ptr)" ...

```
0x0033fa68 in Upp::FontInfo::GetAveWidth (this=0xbffe4080) at Draw.h:316
316 int    GetAveWidth() const          { return ptr->avewidth; }
```

So not sure how deep I would need to go, or if I am even doing the right thing

I can simulate his setup by renaming the "fonts.conf" file to something else.
