
Subject: Re: Painter Text Underline/Strikeout not working

Posted by [Tom1](#) on Fri, 30 Dec 2016 10:05:19 GMT

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Hi,

In fact, as far as I can see, it only requires this addition in Painter.cpp in the end of Painter::TextOp():

```
if(fnt.IsUnderline()||fnt.IsStrikeout()) {  
    int a = fnt.GetAscent();  
    int cy = max(a / 16, 1);  
    if(fnt.IsUnderline()) Rectangle(0, a + cy, x, cy);  
    if(fnt.IsStrikeout()) Rectangle(0, 2 * a / 3, x, cy);  
}
```

And removal of this in DrawOp.cpp from Painter::DrawTextOp():

```
/* if(font.IsUnderline()) {  
    if(IsNull(cx))  
        cx = GetTextSize(text, font).cx;  
    int a = font.GetAscent();  
    int cy = max(a / 16, 1);  
    Rectangle(0, a + cy, cx, cy);  
    Fill(ink);  
}  
if(font.IsStrikeout()) {  
    if(IsNull(cx))  
        cx = GetTextSize(text, font).cx;  
    int a = font.GetAscent();  
    int cy = max(a / 16, 1);  
    Rectangle(0, 2 * a / 3, cx, cy);  
    Fill(ink);  
}  
*/
```

Can you merge this change?

Best regards,

Tom
