
Subject: Re: Painter Text Underline/Strikeout not working

Posted by [Tom1](#) on Mon, 16 Jan 2017 09:38:52 GMT

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Hi,

Here's one more fix for the Painter::TextOp() in Painter.cpp:

```
void Painter::TextOp(const Pointf& p, const wchar *text, Font fnt, int n, const double *dx)
{
    if(n == 0) {
        Move(0, 0);
        return;
    }
    FontInfo fi = fnt.Info();
    double x = p.x;
    while(n) {
        int ch = *text++;
        Character(x, p.y, ch, fnt);
        Div();
        if(dx)
            x += *dx++;
        else
            x += fi[ch];
        n--;
    }
    if(fnt.IsUnderline() || fnt.IsStrikeout()) {
        int a = fnt.GetAscent();
        int cy = max(a / 16, 1);
        if(fnt.IsUnderline())
            Rectangle(p.x, p.y + a + cy, x, cy);
        if(fnt.IsStrikeout())
            Rectangle(p.x, p.y + 2 * a / 3, x, cy);
    }
}
```

The underline and strikeout did not follow the Pointf &p parameter, which they obviously should have. This is fixed now above. Please commit.

Best regards,

Tom
