
Subject: Re: Painter Text Underline/Strikeout not working

Posted by [Tom1](#) on Tue, 17 Jan 2017 08:20:04 GMT

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Hi Mirek,

Sorry to waste your time with stupid mistakes I make. I sincerely hope this is my final update for Painter.cpp Painter::TextOp() :

...

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

Thanks and best regards,

Tom
