Subject: Text painting issue with 'const char*'
Posted by Tom1 on Tue, 20 Sep 2022 15:30:57 GMT
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Hi,

It seems that painting text with Painter::Text no longer works with 'const char*', but does with 'String'.
painter.Text(10,10,"Some text",StdFont(12)).Fill(Black()); // Does not work anymore
painter.Text(10,30,String("Some text in String"),StdFont(12)).Fill(Black()); // Does work

Found out that it now requires adding number of characters to draw. Previously it printed a null terminated string correctly without defining the number of characters to print.

Best regards,

Tom