Subject: [bug report]DrawTextEllipsis
Posted by jinshiyi11 on Fri, 14 Sep 2012 04:44:34 GMT
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```
void DrawTextEllipsis(Draw& w, int x, int y, int cx, const wchar *text, const char *ellipsis,
          Font font, Color ink, int n)
{
 ...
 int l = 0;
 int i;
 for(i = 0; i < n; i++) {
  l += f[(byte) text[i]];
  if(l > cx) {
   while(l + dtl > cx && i > 0) {
    l -= f[(byte) text[i]];
    i--;
   }
   i++;
   break;
  }
 }
 ...
}
```

Subject: Re: [bug report]DrawTextEllipsis
Posted by mirek on Fri, 14 Sep 2012 06:07:57 GMT
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jinshiyi11 wrote on Fri, 14 September 2012 00:44In DrawTextEllipsis,when calculate length of

```
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          Font font, Color ink, int n)
{
 ...
 int l = 0;
 int i;
 for(i = 0; i < n; i++) {
  l += f[(byte) text[i]];
  if(l > cx) {
   while(l + dtl > cx && i > 0) {
    l -= f[(byte) text[i]];
```

```
    i--;
   }
   i++;
   break;
  }
 }
 ...
}
```

Thanks, you are right. Mush have been left from very old times, when Font operator[] did not supported unicode...

Should be now fixed.

Mirek

Subject: Re: [bug report]DrawTextEllipsis
Posted by jinshiyi11 on Fri, 14 Sep 2012 07:08:56 GMT
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Thanks for your quick reply
