
Subject: Re: Bug in DrawText and Font issue
Posted by [Werner](#) on Wed, 26 Dec 2007 10:58:22 GMT
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luzr wrote on Tue, 25 December 2007 19:36Well, it is equivalent to
`Font::GetFaceInfo(font.GetFace())...`

Mirek

Works fine! My former assumption it might be broken seems to have been a tiredness-related syntactical source code mess. Sorry!

Eventually I'm going now to track down this "different-fonts-with-identical-faces" problem.

Werner
