
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

```
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;
        }
    }
    ...
}
```

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

Should be now fixed.

Mirek
