
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. Must have been left from very old times, when Font operator[] did not support unicode...

Should be now fixed.

Mirek
