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Subject: Re: Painter Text Underline/Strikeout not working

Posted by [Tom1](#) on Mon, 02 Jan 2017 08:28:32 GMT

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Hi Mirek,

In fact I do need it: When rendering maps, I use underlining for marking text objects selected for editing or processing. Additionally, I plan to use strikeout for marking text objects that are selected for deletion.

Logically, I think while underline/strikeout are not part of `Character()`, they still are part of `Text()`. After all, these are valid Font properties and the most logical and efficient location for rendering them is right there in `Text()`. They should not hurt anybody not using them at the cost of one if statement. Strikeout/Underline are disabled by default and only voluntarily enabled in a Font.

If this cannot be included, I can of course use external code for the purpose (similar to what is found in `DrawTextOp()`), which is a bit slower since it needs to calculate the width of the string redundantly.

You choose :)

Thanks and best regards,

Tom

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