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Subject: Re: Painter Text Underline/Strikeout not working

Posted by [Tom1](#) on Tue, 03 Jan 2017 08:12:28 GMT

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Hi Mirek,

One more thing. I noticed that "int cx = Null;" and all references to cx can now be removed from the Painter/DrawOp.cpp Painter::DrawTextOp() to further optimize the code. Sorry for waking up late on this.

Thanks and best regards,

Tom

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