
Subject: Re: Painter Text Underline/Strikeout not working

Posted by [mirek](#) on Tue, 17 Jan 2017 08:38:08 GMT

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Missed that one. However, looking at the code (and compiler warnings), should not these 'int's be really 'double's?

```
if(fnt.IsUnderline() || fnt.IsStrikeout()) {  
    double a = fnt.GetAscent();  
    double cy = max(a / 16, 1.0);  
    double cx = x - p.x;  
    if(fnt.IsUnderline())  
        Rectangle(p.x, p.y + a + cy, cx, cy);  
    if(fnt.IsStrikeout())  
        Rectangle(p.x, p.y + 2 * a / 3, cx, cy);  
}
```

Maybe even that 'max' is not really needed...

(Committing with doubles, for now)
