
Subject: Re: Strange issue with text in Painter
Posted by [Tom1](#) on Mon, 14 Jan 2019 14:34:56 GMT
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OK, now it looks like "void Painter::TextOp(const Pointf& p, const wchar *text, Font fnt, int n, const double *dx)" -fix would correct the issue.

The other does not have any effect.

BR, Tom
