
Subject: Re: Strange issue with text in Painter
Posted by [mirek](#) on Tue, 15 Jan 2019 09:21:00 GMT
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That testing code I have posted works better with

```
virtual void LeftDown(Point p, dword)
{
    start = (Pointf)p / scale;
    SetCapture();
}

virtual void MouseMove(Point p, dword keyflags)
{
    if(HasCapture()) {
        Pointf pos = (Pointf)p / scale;
        translate += (pos - start);
        start = pos;
        Refresh();
    }
}
```

:)