
Subject: Re: [Bug] Text overflows legend box
Posted by [Maginor](#) on Thu, 15 Aug 2019 13:00:06 GMT
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Oh, I think I found the issue.

In ScatterDraw::DrawLegend() you call scaledFont.Bold() after calculating the size of the text, but the bold text is slightly wider.

Edit: Confirming that that was the issue.
