
Subject: Text painting issue with 'const char*'

Posted by [Tom1](#) on Tue, 20 Sep 2022 15:30:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

It seems that painting text with `Painter::Text` no longer works with 'const char*', but does with 'String'.

```
painter.Text(10,10,"Some text",StdFont(12)).Fill(Black()); // Does not work anymore
```

```
painter.Text(10,30,String("Some text in String"),StdFont(12)).Fill(Black()); // Does work
```

Found out that it now requires adding number of characters to draw. Previously it printed a null terminated string correctly without defining the number of characters to print.

Best regards,

Tom

Subject: Re: Text painting issue with 'const char*'

Posted by [mirek](#) on Sat, 17 Dec 2022 07:48:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tom1 wrote on Tue, 20 September 2022 17:30Hi,

It seems that painting text with `Painter::Text` no longer works with 'const char*', but does with 'String'.

```
painter.Text(10,10,"Some text",StdFont(12)).Fill(Black()); // Does not work anymore
```

```
painter.Text(10,30,String("Some text in String"),StdFont(12)).Fill(Black()); // Does work
```

Found out that it now requires adding number of characters to draw. Previously it printed a null terminated string correctly without defining the number of characters to print.

Best regards,

Tom

Thanks, should be now fixed.
