Subject: BufferPainter Text Clips all text when partial off screen
Posted by devilsclaw on Wed, 15 Feb 2023 21:22:19 GMT
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Incorrect I messed up on calculating center strlen caused all math to become size_t which forced it to not return a negative X pos

Subject: Re: BufferPainter Text Clips all text when partial off screen
Posted by devilsclaw on Thu, 16 Feb 2023 16:37:10 GMT
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Incorrect I messed up on calculating center