
Subject: [bug report]DrawTextEllipsis

Posted by [jinshiyi11](#) on Fri, 14 Sep 2012 04:44:34 GMT

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

```
void DrawTextEllipsis(Draw& w, int x, int y, int cx, const wchar *text, const char *ellipsis,
    Font font, Color ink, int n)
{
    ...
    int l = 0;
    int i;
    for(i = 0; i < n; i++) {
        l += f[(byte) text[i]];
        if(l > cx) {
            while(l + dtl > cx && i > 0) {
                l -= f[(byte) text[i]];
                i--;
            }
            i++;
            break;
        }
    }
    ...
}
```

Subject: Re: [bug report]DrawTextEllipsis

Posted by [mirek](#) on Fri, 14 Sep 2012 06:07:57 GMT

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

jinshiyi11 wrote on Fri, 14 September 2012 00:44In DrawTextEllipsis,when calculate length of

```
void DrawTextEllipsis(Draw& w, int x, int y, int cx, const wchar *text, const char *ellipsis,
    Font font, Color ink, int n)
{
    ...
    int l = 0;
    int i;
    for(i = 0; i < n; i++) {
        l += f[(byte) text[i]];
        if(l > cx) {
            while(l + dtl > cx && i > 0) {
                l -= f[(byte) text[i]];
            }
        }
    }
}
```

```
i--;  
}  
i++;  
break;  
}  
}  
...  
}
```

Thanks, you are right. Mush have been left from very old times, when Font operator[] did not supported unicode...

Should be now fixed.

Mirek

Subject: Re: [bug report]DrawTextEllipsis
Posted by [jinshiyi11](#) on Fri, 14 Sep 2012 07:08:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for your quick reply
