Subject: Re: Bug in DrawText and Font issue
Posted by mirek on Sun, 23 Dec 2007 17:55:15 GMT
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Werner wrote on Sat, 22 December 2007 16:02luzr wrote on Sat, 22 December 2007 17:13Well, where can I get ZapfDingbats?

Mirek

I'm terribly sorry. Although I'm very sure that I got these fonts together with a (legally!) free application I can't tell with which one. And I can't send you these fonts as they are copyrighted.

So I'll try my best to debug the program myself hoping to trap the problem.

Any hint where to look and what to look for would be appreciated.

Anyway - thanks for being willing to help me.

Werner

Draw/DrawTextWin32. My guess this is some encoding problem; there are some weird things about symbol fonts.

That said, I am not 100% happy with current code either; it really does strange things.

BTW, here is some useful code (I have made to test this issue):


```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN
{
 ArrayCtrl a;
 a.AddColumn("Font");
 a.AddColumn("View");
 for(int i = 0; i < Font::GetFaceCount(); i++)
  a.Add(Font::GetFaceName(i), AttrText("Just a test!").SetFont(Font(i, 20)));
 a.SetLineCy(24);
 TopWindow app;
 app.Add(a.SizePos());
 app.Run();
}
```


Mirek