
Subject: Re: Bug in DrawText and Font issue
Posted by [Werner](#) on Wed, 26 Dec 2007 20:31:01 GMT
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Werner wrote on Wed, 26 December 2007 11:58 Eventually I'm going now to track down this "different-fonts-with-identical-faces" problem.

Well, seems as if I were a little bit to optimistic. Obviously I'm lacking the necessary knowledge and/or experience ...

Anyway:

Trying to debug yields the following temporary result:

When the calling chain reaches ExtTextOutW, the arguments are still ok. The face is still 48 (WinDings), 82 (ZapfDingbats), and 83 (Symbol) respectively. The text is still the same (Programming is fun!). But then - if I get that right - ExtTextOutW calls a library function in GDI32.dll. And here is where my skills are exhausted.

Any ideas what else I could do?

Werner
