
Subject: Re: Draw::WrawText to paint ASCII sequence
Posted by [cbpporter](#) on Thu, 11 Mar 2010 14:26:55 GMT

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

AFAIK, painting ASCII characters is not very easy under Windows. You need a font that supports these characters. Wingdings does this, but with strange characters, not the ones you want. Bytes over 128 are extended ASCII and do not map to Unicode the same as in e.g. DOS and are used for the legacy code pages under modern windows if your application is not Unicode. If your setting is some European language, D1 91 will probably be something significant for your language in such application.

But in U++ it will Unicode. But most Extended Original characters are found in Unicode.

Try box drawing and block elements.

PS: If you send me more precise info about what you want your glyphs to look like, I can give you
