
Subject: Re: Draw::WrawText to paint ASCII sequence
Posted by [Mindtraveller](#) on Thu, 11 Mar 2010 14:37:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you for quick response.

In my case there is no need to paint EXACT characters as they look in ASCII. Instead I just want to draw ANY suitable characters. What is really needed is painting 1 character per 1 byte of String (different characters for different bytes) instead of painting 1 character from a sequence of bytes. That is the primary task now.

Also I'm unable to use Windows fonts because I want to keep application cross-platform.
