
Subject: Re: Draw::WdrawText to paint ASCII sequence
Posted by [cbpporter](#) on Thu, 11 Mar 2010 14:50:32 GMT
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Just a quick note:

First there was ASCII with 128 characters and standardized.

Later came extended ASCII, with 256 and unstandardized. Under DOS it was alphanumeric characters and a lot of blocks.

Then came windows code-pages, where there values 128-255 where in a given code-page, and generally alphanumeric covering a family of scripts.

Then came Unicode. Now, with Unicode and DrawText, you can't draw 0x91. You can draw it with a WString variant, or you can convert 0x91 to Utf8.

All codepages and probably all DOS characters have mapping to Unicode. For codepages standard U++ conversion is enough.
