
Subject: Re: Upp 606-dev1 released

Posted by [unodgs](#) on Fri, 02 Jun 2006 18:53:52 GMT

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This is already fixed and this fix will be in next weekly dev. In the meantime in line 61 of DrawTextWin32.cpp change current line to
(*fn)(hdc, (LPCWSTR) wch, 128, pos, 1);
