
Subject: Draw::WDrawText to paint ASCII sequence
Posted by [Mindtraveller](#) on Thu, 11 Mar 2010 14:09:05 GMT
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I have rather exotic task of painting ASCII sequence within control.
Imagine, you have a String with a sequence of bytes: D1 91. And you paint your string with DrawText. You don't get two symbols painted, instead you have only one, because this combination of bytes is actually a UTF-8 symbol. What is needed here is painting two symbols: ASCII(D1) and ASCII(91).

My question is how to paint it that way?

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

Subject: Re: Draw::WDrawText to paint ASCII sequence
Posted by [Mindtraveller](#) on Thu, 11 Mar 2010 14:37:26 GMT
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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.

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.

Subject: Re: Draw::WDrawText to paint ASCII sequence
Posted by [Mindtraveller](#) on Thu, 11 Mar 2010 20:21:47 GMT
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Thanks.
Solved with FromOEMCharset() function.
