

U++ - Feature #2229

RenderGlyph could be implemented in Draw platform specific way (to avoid dependency on CtrlLib)

01/05/2022 08:51 AM - Miroslav Fidler

Status:	New	Start date:	01/05/2022
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			