

## 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

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