Technical Note TE01
Drawing Characters into a Narrow GrafPort

CONTENTS

[Introduction](#)

[References](#)

[Downloadables](#)

[Mar 01 1988]

Introduction

When you draw a character into a `GrafPort`, your program will die with an address error if the width of the `GrafPort` is smaller than the width of the character. If you check before drawing the character to see if the `GrafPort` is wide enough, you can avoid this unfortunate tragedy.

[Back to top](#)

References

QuickDraw

[Back to top](#)

Downloadables

Acrobat version of this Note (K).   [Download](#)