**Macintosh Technical Notes**

#60: Drawing Characters into a Narrow GrafPort

See also:        QuickDraw

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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.