

## ■ 프로그램 작성 - 예제의 도트그래픽 작성 코드 (슈퍼맨)

```

void __CallDraw(HANDLE hOP, int character[CHARACTER_Y][CHARACTER_X],
_ChInfo *chinfo, bool posiLR)
{
    int i, j, k;
    int temp[CHARACTER_Y][CHARACTER_X];

    if (posiLR)
    {
        for (i = 0; i < CHARACTER_Y; i++)
        {
            for (j = 0; j < CHARACTER_X; j++)
            {
                temp[i][j] = character[i][j];
            }
        }
    }
    else
    {
        for (i = 0; i < CHARACTER_Y; i++)
        {
            for (j = 0; j < CHARACTER_X; j++)
            {
                k = CHARACTER_X - 1 - j;
                temp[i][j] = character[i][k];
            }
        }
    }

    for (i = 0; i < CHARACTER_Y; i++)
    {
        for (j = 0; j < CHARACTER_X; j++)
        {
            switch (temp[i][j])
            {
            case 0:
                __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_00 | FG_00);
                break;
            case 1:
                __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_01 | FG_01);
                break;
            case 2:
                __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_02 | FG_02);
                break;
            }
        }
    }
}

```