

```

case 3:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_03 | FG_03);
    break;
case 4:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_04 | FG_04);
    break;
case 5:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_05 | FG_05);
    break;
case 6:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_06 | FG_06);
    break;
case 7:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_07 | FG_07);
    break;
case 8:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_08 | FG_08);
    break;
case 9:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_09 | FG_09);
    break;
case 10:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_10 | FG_10);
    break;
case 11:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_11 | FG_11);
    break;
case 12:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_12 | FG_12);
    break;
case 13:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_13 | FG_13);
    break;
case 14:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_14 | FG_14);
    break;
case 15:
    __Draw(hOP, chinfo->x + j * 2, chinfo->y + i, "■", BG_15 | FG_15);
    break;
    }
    }
}

```