
Subject: Re: It's suspected to be an issue with Font.
Posted by [mirek](#) on Mon, 02 May 2011 18:07:11 GMT
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Lance wrote on Mon, 02 May 2011 10:11: By the way, SimSun should be a safe bet. Any Chinese characters should be representable in SimSun. Say there is a fancy font FancyFont. It only implemented 2000 most common chinese characters, than a character that's not in this set should be displayed in SimSun

Well, but problem is that SimSun is already tested and required...

It is all really weird. In Windows, it works for me just fine. In your machine, it seems to choose "Arial Unicode MS" instead.

Hm, one possible explanation: Do not you have the same Arial Unicode MS installed on ubuntu?

It actually seems there is something wrong with that font, the replacement algorithm seems to have detected required glyphs in it...

OK, one more try: try to move SimSun in the list BEFORE Arial Unicode MS.

```
struct sRFace {  
    const char *name;  
    dword l, h;  
} sFontReplacements[] = {  
    { "sans-serif", 0xffee0008, 0xdc000801 },  
    { "Arial", 0xfffe0000, 0x09c00080 },  
    { "SimSun", 0xfd800000, 0x09ffff00 },  
    { "Arial Unicode MS", 0xfffc3fef, 0xfa7ff7e7 },  
    { "MS UI Gothic", 0xffc01008, 0x0fffff00 },  
    { "MS Mincho", 0xffc01008, 0x0fffff00 },  
    .....
```

Let us see, maybe it could help in windows.

Another thing to consider is to list all fonts to find out whether there is something bad with names:

```
GUI_APP_MAIN  
{  
    for(int i = 0; i < Font::GetFaceCount(); i++)  
        LOG(Font::GetFaceName(i));  
}
```