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Subject: Re: CJK source code comment

Posted by [mirek](#) on Wed, 30 Apr 2008 08:41:47 GMT

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mobilehunter wrote on Tue, 29 April 2008 21:40luzr wrote on Thu, 27 March 2008 22:38

Then the problem is fonts. AFAIK, "predefined" linux fonts do not contain CJK glyphs. In fact, they do not usually contain even anything else than ISO8859-1, but U++ goes over this limitation somewhat by synthetising characters in unicode range 256-512...

Frankly, I am not 100% sure what to do with it. I guess we will need to pull CJK from other fonts than those predefined I guess (but at what priority?).

BTW, speaking about it, what is the notion of font for CJK? I have noticed that for the limited number of fonts that support CJK on Win32, all glyphs look basically the same, just the density is somewhat altered... (if this is the case, I could probably just use some "default CJK" font for missing glyphs or something like that..).

Mirek

I know nothing too about this, i just try to fill something missing.

I tried to enumerate all fonts, and print japanese text using those fonts. Some of the font which able to print japanese are "kochi mincho" and "kochi gothic".

Is there any algorithm to select this font automatically if we use Draw::DrawText function?

Not yet. BTW, are "kochi mincho" and "gothic" different glyphs?

(I mean, has CJK notion of things like font style?).

Quote:

Another one, which part of UPP codes do characters synthetising?

Draw/ComposeText.cpp

Mirek

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