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Subject: Re: 16 bits wchar

Posted by [cbpporter](#) on Wed, 23 Jul 2008 13:22:53 GMT

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I investigated a little this problem under Linux.

First I identified some fonts capable of displaying Han characters. Then I found some non-BMP characters that can be displayed correctly (but unfortunately I couldn't determine if they were rendered by any of the previously identified fonts, but it is quite likely that this was the case).

Still, I couldn't get these characters to show up. There are two probable reasons for this:

1. These characters were rendered successfully by a different font than the one I used.
2. U++ uses XftDrawString16 to do the low level drawing of text. This function may or may not be capable of handling surrogate pairs. Using Google I couldn't find the documentation for this function to find out for sure.

I'll continue to investigate this.

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