Subject: Re: 16 bits wchar
Posted by cbpporter on Sat, 02 Aug 2008 11:27:03 GMT
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I have finally made some progress on this!

But not under Linux. I just couldn't get characters outside BMP to print, because all the characters were interpreted as two. Anyway, it is surely possible since most applications do manage to print them, but since I never coded for X before, probably I'm doing something wrong.

There is also a funny little story with me installing everything my distro had regarding fonts in hope of improving the number of displayable characters. It turns out that everything was almost 1Gb of fonts and related stuff and now I do have some extra fonts visible, but with the price of any drawing operation being slowed down to a crawl. So we have here a classical less is more situation.

But under windows I'm having better luck and am now displaying almost the full range of the JIS standard characters! Surrogate pairs are enabled by default, but I needed to install some free fonts. It is strange that still this is not enough, and I had to add some fallback fonts to the registry to get the display working. I guess Windows does not search every possible font for the characters, and somehow filters them, excluding the font that are needed. U++ does do any extra searching in different fonts under Windows (and Linux), so maybe we need to take into account somehow these registry settings.

From U++'s point of view, in order to get everything working I still need to get GetTestSize/FontInfo::GetCM working with surrogate pairs.

Do you know of other key functions or classes that I need to look over to get basic output working? And could you explain in a few words how font compositioning works for U++. I found the code, but font compositioning is not used when I try to draw text. It will probably need to be modified to get it to work with surrogates also.