Subject: Re: 16 bits wchar
Posted by cbpporter on Sat, 02 Aug 2008 16:34:53 GMT
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Great! I've gotten GetTextSize to work! I also investigated and fallback registry settings are not necessary for test drawing and size computation to work. For plane 0 characters, if font is available, character will be drawn (except in a case if will get back to later), and if not, little black rectangless will be drawn in correct position and size. Fallback font doesn't seem to be used at all. Maybe if I uninstall standard CJK fonts, Windows will start using fallback

For plane two, the situation is the same, except that fallback setting must be present in order for characters to be drawn. Without, even when font is present, placeholder rectangles will be drawn.

There is only one last problem. For some characters in plane 0, I can't get the character to show. All other Unicode enabled apps on my system render correctly, even without fallback setting, but in U++ these characters appear as little black boxes. A workaround is to specify a font name directly which supports the given characters. Using this workaround, I can get full JIS support with two extra free fonts and one registry setting. But specifying the font manually is not a long term solution, and I need to find out why U++ has problems with some characters in the following ranges: 0x3402-0x4d77 and 0xfa30-0xfa6a.