Subject: Re: 16 bits wchar
Posted by mirek on Mon, 04 Aug 2008 13:03:04 GMT

cbpporter wrote on Sat, 02 August 2008 07:27
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.

Well, U++ uses, obviousl, 16-bit XFT variants in DrawText. I suspect that maybe we would need to use 32-bit variants and convert pairs to it.

Mirek