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Subject: Re: Basic character set analyzer

Posted by [cbpporter](#) on Wed, 17 Dec 2008 16:18:34 GMT

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I found the code responsible for composition, and it seems only code points 0x0100 to 0x017F are subject to U++ composition. So either X11 does it's own composition for Latin-1 Supplement, or Xft API is lying to us about which characters are available (or some other reason ).

I'll try to determine more. But for now, first step is going to be to make characters available when basic Latin is missing in font. I think this is a good idea. Even if you use Dingbats or some other specialized fonts, I think it would be useful to be able to print basic Latin characters without having to use two explicit fonts. I'll use StdFont as a basic Latin fallback, since this font will always contain the needed characters.

I also noticed that using a lot of fonts slows down rendering to a crawl. I'll have to look over the code to see if some caching can be done or some bottleneck avoided, but basically this means that we must keep the substitution pool as small as possible.

PS: How was the current composition behavior established? How did you determine that you need to draw the little line at an offset of `font.GetHeight() / 13` for example. Did you find some reference material, or was it experimental and you went with what looked good.

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