
Subject: Re: Basic character set analyzer
Posted by [mirek](#) on Thu, 18 Dec 2008 10:34:55 GMT
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cbpporter wrote on Wed, 17 December 2008 11:18I found the code responsible for composition, and it seems only code points 0x0100 to 0x017F are subject to U++ composition.

Yep, with the goal of covering most of europe It definitely covers czech language and it is in fact very nice to be able to use all fonts for czech

I am tuned for the next results. Knowing how all these things really work would be invaluable.

In the same time, I think it is reasonable to expect that very soon we will have to go down one level and use FontConfig and FreeType directly (not Xft). The pressure is coming from software rendering development. We want U++ that is able to Draw without X11....

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.

This is quite logical, is not it? I believe it is not even U++ problem. Xft has to cache thing too.

Quote:

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.

Experimental.

Have taken the default sans-serif font in Linux and tweaked until looked acceptable. It is heuristics heavy

Mirek