
Subject: Re: Basic character set analyzer
Posted by [cbpporter](#) on Sat, 24 Jan 2009 10:02:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi!

It's been a long time since I last posted. But I've been very busy. In December I decided to follow a rather interesting opportunity. Long story short: I have a new job now in the domain of industrial printers!

But things are starting to calm down now and I thought I'd tackle my old nemesis: font rendering.

Here are a couple of screenshots. The first is with default U++ rendering, the second is with my modifications:

It seems I am falling into the common font substitution pitfall: you can render anything but it will look like ass. Especially on an outline font like this one. But anyway, the second result is still a lot more readable and I guess it would be preferred for practical circumstances.

File Attachments

- 1) [snapshot3.png](#), downloaded 1239 times
 - 2) [snapshot2.png](#), downloaded 1049 times
-