
Subject: Re: Basic character set analyzer
Posted by [cbpporter](#) on Wed, 28 Jan 2009 18:53:12 GMT
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luzr wrote on Sun, 25 January 2009 11:56
I wonder how is this effort different from existing code?

Well I hope it is going to be different in at least one detail:

It is going to work now (as soon as I'm ready). I've been nagging forever about the horrible font support under Unix, yet the situation remained the same. Don't take this the wrong way: I am well aware how busy people very providing genuine improvements all over U++, but this domain has largely been ignored. I understand that this is not a focus area right now, but I don't have time to wait until it will become one. And while Painter might help here, I do need a version which works with plain X, because I have no intention to ship with AGG.

I believe I am very close to a general, powerful and most importantly good looking mechanism. Here is a sample screenshot:

As you can see, the manual placement of diacritics (rendered in red) is almost as good as the native one. There are still some bugs left, but the most important part is that the mechanism is general. It is based on precise bounding boxes, so I can use for diacritics any renderable character, not just special ones. This opens the way to full composition support with very little extra work.

Quote:
Yes. Wiki.

You know that you've been staring to much at this site when the disappearance of a link bothers you . Anyway, the wiki was in a bad shape and I can't say I'm going to miss it. It wasn't really that useful anyway, since we don't really have that kind of a community which favors wikis.

File Attachments

1) [snapshot4.png](#), downloaded 1278 times
