Subject: Re: Basic character set analyzer
Posted by mirek on Fri, 30 Jan 2009 07:53:37 GMT

cbpporter wrote on Wed, 28 January 2009 13:53
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.

I still do not get it. I thought we are already doing this in Draw/ComposeText.cpp.

I guess I will have to wait for the actual code...

Mirek