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Subject: Re: Basic character set analyzer  
Posted by [cbpporter](#) on Fri, 30 Jan 2009 08:15:37 GMT  
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luzr wrote on Fri, 30 January 2009 09:53  
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...

Yes, we are doing it, but we could just as well not do it. A lot of fonts have these characters, so the code is not used.

And in places where the code is used, it looks very bad. I posted a screenshot a while ago with exactly how the text looks:

This is completely unreadable. I don't need all the characters that are above, but I don't like half baked solutions, so I would like them all to work.

The problem is that even though rendering is OK for Latin fonts, it is horrible for non-Latin fonts and I must use almost non-Latin fonts exclusively. Plus I need composition for non-Latin characters, so I might as well do it first for Latin ones, where the implementation is several orders of magnitude easier.

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