Subject: Re: Basic character set analyzer
Posted by mirek on Fri, 30 Jan 2009 08:28:07 GMT
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cbpporter wrote on Fri, 30 January 2009 03:15luzr 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.

Good, getting somewhere.

I believe the problem with the above font is that it does not have diacritics characters defined.

What is your solution to the problem?

Quote:
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.

I wonder how do you plan to do composition for non-Latin characters if basic glyphs are not
defined in the font?

Hm, maybe it is just terminology issue - by composition I mean creating a new glyph by
composing two other glyphs (basic latin character + diacritics glyph) from the same font.

Mirek