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Subject: Re: Basic character set analyzer

Posted by [cbpporter](#) on Mon, 02 Feb 2009 10:19:06 GMT

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luzr wrote on Mon, 02 February 2009 10:40Well, my original plan was to perform composition if both glyphs are available in the font (current algorithm), then look into other fonts to get the complete required glyph...

Mirek

Yes, I thought about that but I tried with this method because this way at least the basic character will look the same way as the font. Maybe it's worth a shot to try it your way also.

But anyway, we should get to the modifications in Draw to handle these algorithms. Nothing must be changed, but some methods must be added.

The first one is HasChar from the first post in this thread (I no longer need HasCharRange and CharRangelsEmpty). So I propose either add HasChar, or if you have a better method to do it (maybe one for Win also), I'm opened for suggestions.

PS: HasChar seems pretty fast. I run it for every font on application startup for code ranges from zero to the end of Arabic range, and I didn't notice any slowdown, so I guess it is fast enough to render all the text that can appear on screen at once. At least one call for HasChar must be made for every character that will be printed, so maybe later we can cache results somewhere in home folder.

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