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Subject: Re: Basic character set analyzer  
Posted by [cbporter](#) on Sun, 08 Feb 2009 11:55:17 GMT  
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A little info about the second and final change I need to Draw.

I've added some fields to CharMetrics and some methods to FontInfo. These changes are ad-hoc hacks, and I really need a better integrated solution with proper names.

```
struct CharMetrics : Moveable<CharMetrics> {
    int width;
    int lspc;
    int rspc;
    int y;
    int height;
    int x;
    int ew;

    bool operator==(const CharMetrics& b) const
        { return width == b.width && lspc == b.lspc && rspc == b.rspc; }
};

int GetY(int c) const      { return GetCM(c).y; }
int GetX(int c) const      { return GetCM(c).x; }
int GetH(int c) const      { return GetCM(c).height; }
int GetW(int c) const      { return GetCM(c).ew; }
```

These methods are used to determine the exact glyph bounding box, using this method:

```
inline Rect GetCharRect(int x, int y, int buff, const FontInfo& fi)
{
    return Rect(x - fi.GetX(buff), y - fi.GetY(buff) + fi.GetAscent(), x - fi.GetX(buff) + fi.GetW(buff), y -
fi.GetY(buff) + fi.GetAscent() + fi.GetH(buff));
}
```

Also:

```
void FontInfo::Data::GetMetrics(CharMetrics *t, int from, int count)
{
    DrawLock __;
    LTIMING("GetMetrics");
    LLOG("GetMetrics " << font << " " << from << ", " << count);
    if(xftfont) {
        for(int i = 0; i < count; i++) {
            LTIMING("XftTextExtents16");
            wchar h = from + i;
            XGlyphInfo info;
            XftTextExtents16(Xdisplay, xftfont0, &h, 1, &info);
            t[i].width = info.xOff;
            t[i].lspc = -info.x;
            t[i].rspc = info.xOff - info.width + info.x;
            t[i].y = info.y;
            t[i].height = info.height;
            t[i].x = info.x;
        }
    }
}
```

```
t[i].ew = info.width;  
}  
}  
}  
}
```

I don't know if we should cache this.

I'm posting this to show what I need, but before we apply it I really need to clean this up.

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