Subject: Re: Basic character set analyzer
Posted by mirek on Mon, 09 Feb 2009 07:47:41 GMT
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cbpporter wrote on Sun, 08 February 2009 06:55A 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.

```
[code]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; }
```

Not really happy about it -> it makes CharMetrics too long.

I think we should read this directly, not to cache this.

I think that, at the end, we should in fact cache 'direct translation'. At the heart of font system there
should be a function like:

```
struct RenderGlyph {
    int chr;
    Font fnt;
    int aux_chr; // == 0 -> no aux glyph
    Font aux_fnt;
    int16 aux_x, aux_y;
};
```

RenderGlyph GetRenderGlyph(int chr, Font fnt);

and we should cache it at this phase. We can easily afford to cache tens of thousands of such
pairs.

Mirek