
Subject: Re: Basic character set analyzer
Posted by [cbpporter](#) on Mon, 09 Feb 2009 17:38:43 GMT
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Quote:Not really happy about it -> it makes CharMetrics too long.

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

OK. How about adding this to FontInfo::Data:

```
Rect FontInfo::Data::GetCharBoundsOffset(int c)
{
    Rect r;
    XGlyphInfo info;
    unsigned int h = static_cast<unsigned int>(c);
    XftTextExtents32(Xdisplay, xftfont0, &h, 1, &info);
    r.left = -info.x;
    r.top = -info.y + ascent;
    r.right = -info.x + info.width;
    r.bottom = -info.y + ascent + info.height;
    return r;
}
```

and this to FontInfo:

```
Rect    GetCharBoundsOffset(int c) const { return ptr->GetCharBoundsOffset(c); }
```

It is much cleaner this way, plus I can rewrite:

```
inline Rect GetCharRect(int x, int y, int buff, const FontInfo& fi)
{
    return fi.GetCharBoundsOffset(buff).Offseted(x, y);
}
```