
Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by [kasome](#) on Fri, 07 Aug 2009 11:03:23 GMT

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Sorry for the delay replying.

Now I add some DUMP and LOG in Font::FindFaceNameIndex of Font.cpp.

```
int Font::FindFaceNameIndex(const String& name) {
    if(name == "STDFONT")
        return 0;
    DUMP(name);
    DUMP(name.GetLength());
    DUMP(GetFaceCount());
    for(int i = 1; i < GetFaceCount(); i++){
        LOG( "GetFaceName(" << i << ") = " << GetFaceName(i) );
        LOG( "GetFaceName(" << i << ").GetLength() = " << GetFaceName(i).GetLength() );
        if(GetFaceName(i) == name){
            return i;
        }
    }
    String n = Filter(name, FontFilter);
    for(int i = 1; i < GetFaceCount(); i++)
        if(Filter(GetFaceName(i), FontFilter) == n)
            return i;
    return 0;
}
```

i run the ide.exe and see the result log file as follows.

* c:\2009_08_10\MSC8.Debug.Debug_full.Gui\ide.exe 08.08.2009 18:39:20, user: kasome

```
==> a local character encoding method used in Taiwan for
==> Traditional Chinese characters )
name.GetLength() = 8 ==> it's length is 8 (2 bytes for one Chinese character)
GetFaceCount() = 91
GetFaceName(1) = Times New Roman
GetFaceName(1).GetLength() = 15
GetFaceName(2) = Arial
GetFaceName(2).GetLength() = 5
GetFaceName(3) = Courier New
GetFaceName(3).GetLength() = 11
.....
GetFaceName(44) = Sylfaen
GetFaceName(44).GetLength() = 7
```

GetFaceName(45).GetLength() = 9

GetFaceName(46).GetLength() = 9

GetFaceName(47).GetLength() = 12 ==> it's length is 12 (3 bytes for one Chinese character)

GetFaceName(48) = Microsoft Sans Serif

GetFaceName(48).GetLength() = 20

.....

"GetStdFontSys", and it is encoded by "Big5", and has the string length 8.

GetFaceName(47), but it is encoded by UTF8, and has the string length 12.

So i guess all we have to do is just convert the big5 string to the utf8 string by the function "FromSystemCharset", and the matching will be successful.

Then I try to modify the code in FontWin32.cpp,

```
void GetStdFontSys(String& name, int& height)
{
#ifdef PLATFORM_WINCE
    name = "Arial";
    height = 10;
#else
    NONCLIENTMETRICS ncm;
    ncm.cbSize = sizeof(ncm);
    ::SystemParametersInfo(SPI_GETNONCLIENTMETRICS, sizeof(ncm), &ncm, 0);
    // name = ncm.lfMenuFont.lfFaceName;    ==> original
    name = FromSystemCharset(ncm.lfMenuFont.lfFaceName);    ==> modified
    height = abs((int)ncm.lfMenuFont.lfHeight);
#endif
}
```

Finally i recompile the modified code and run, it looks like perfect.

Maybe there still some gently way to improve.

Thanks, Mirek. You are a nice teacher.

File Attachments

1) [final.jpg](#), downloaded 729 times
