Subject: Re: It's suspected to be an issue with Font.
Posted by Lance on Sat, 07 May 2011 12:59:46 GMT
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Hi Mirek:

Sorry for keeping you waiting.

Here is the adjusted sFontReplacements array

```
struct sRFace {
 const char *name;
 dword l, h;
} sFontReplacements[] = {
 { "sans-serif", 0xffee0008, 0xdc000801 },
 { "Arial", 0xfffe0000, 0x09c00080 },
 {"\346\226\260\345\256\213\344\275\223", 0xfd800000, 0x09ffff00 },//SimSun (or New Song Ti)
 {"\345\256\213\344\275\223", 0xfd800000, 0x09ffff00 }, // Song Ti
 {"\345\276\256\350\275\257\351\233\205\351\273\221", 0xfd800000, 0x09ffff00 }, //MS Ya Hei
 {"\351\273\221\344\275\223", 0xfd800000, 0x09ffff00 },  // Hei Ti
 {"\346\226\207\346\263\211\351\251\277\346\255\243\351\273\221", 0xfd800000, 0x09ffff00 },
//WenQuanYi Zheng Hi
 {"\346\226\207\346\263\211\351\251\277\347\255\211\345\256\275\345\276\256\347\261\263\35
1\273\221", 0xfd800000, 0x09ffff00 },//WenQuanYi Wei Hei
 {"\346\245\267\344\275\223", 0xfd800000, 0x09ffff00 }, // Kai Ti
 {"\344\273\277\345\256\213", 0xfd800000, 0x09ffff00 }, //Fang Song
 { "Arial Unicode MS", 0xfffc3fef, 0xfa7ff7e7 },
 { "MS UI Gothic", 0xffc01008, 0x0fffff00 },
 { "MS Mincho", 0xffc01008, 0x0fffff00 },
 { "VL Gothic", 0xfd800000, 0x09a7ff80 },
 { "VL PGothic", 0xffe00008, 0x0de7ff80 },
 { "UnDotum", 0xe5800000, 0x0aa7ff7e },
 { "UnBatang", 0xe5800000, 0x0aa7ff7e },
 { "DejaVu Sans Mono", 0xffec0004, 0x0fc00080 },
 { "DejaVu Sans", 0xfffd000c, 0x0fc40080 },
 { "AlArabiyaFreeSerif", 0xffdc0008, 0xd8000007 },
 { "Kochi Mincho", 0xffdc0008, 0xd8000007 },
 { "Kochi Gothic", 0xffdc0008, 0xd8000007 },
 { "Sazanami Mincho", 0xffdc0008, 0xd8000007 },
 { "Sazanami Gothic", 0xffdc0008, 0xd8000007 },
 { "Gulim", 0xf7c00000, 0x0ba7ff7e },
 { "PMingLiU", 0xff800000, 0x09ffff00 },
 { "FreeSans", 0xfff23d00, 0x0fc00000 },
 { "FreeSerif", 0xfffd3938, 0x0fc00080 },
 { "Symbol", 0xe4000000, 0x88000002 },
};
```

Turns out "Arial Unicode MS" is the culprit. Some Chinese characters will be intercepted by it.

Not all the entries are strictly necessary. The first two Chinese fonts, Song Ti and SimSun(New Song Ti) are generally available on Windows and Linux platform. They are serif fonts. SongTi(or SimSun) is the most popular/common font. Most Chinese Characters should be implemented in this(these two) font. In the past, I noticed on Linux platform that some supposedly Hei Ti font were actually rendered using Song Ti because those characters are not implemented in Hei Ti. Sorry for my expression but you know what I mean.

So if Upp doesn't actually differentiate between Serif/Sans Serif in font replacement logic, we should be able to keep the SongTi and SimSun entries only and eliminate other Chinese Font entries.

Thank you again for your attention to this issue! It's very important to me.

Edited by Lance, Reason: SimSun is the way to go. Tried Fang Song, looks great, but apparently it has much smaller implemented character set.
