Subject: Re: It's suspected to be an issue with Font.
Posted by Lance on Sat, 07 May 2011 18:41:04 GMT
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Sorry for throwing too much at you. Here I discovered another issue which I believe is related to Upp way of interpreting UTF-8 characters.

will cause otherwise displayable Chinese characters following it disappear.

Here is a test program:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
 virtual void Paint(Draw& w) {
  const char * texts[]={
   "\346\234\213", //PENG
   "\345\217\213",  //YOU
   "\346\234\213\357\274\214\345\217\213",//PENG CHINESECOMMA YOU
   "\346\234\213\345\217\213\357\274\214\346\234\213\345\217\213" // PENG YOU
CHINESECOMMA PENG YOU
  };

  w.DrawRect(GetSize(), White);
  for(int i=0; i<4; ++i)
   w.DrawText(10, 10+i*30, texts[i]);
 }
};
GUI_APP_MAIN
{
 MyApp().Run();
}
```

Output is something like:

A second issue: On Ubuntu, I applied the above changes to font substitution table and recompiled theide, the Chinese font displays perfect, but this time the input method won't work. Chinese characters entered in the code editor are displayed as narrow blanks, when copy&pasting the blanks to gedit, gedit also display blanks; copy good text from web page or gedit to the code editor works fine.

File Attachments

1) WideComma.png, downloaded 1144 times