Subject: Re: TURTLE alpha status
Posted by mirek on Tue, 11 Feb 2014 10:02:02 GMT

Tom1 wrote on Tue, 11 February 2014 04:11Mirek,

The previous font issue on WIN32 popped up again: The package dependency in WebWord to plugin/DroidFonts needs to be conditionalized with 'When: TURTLE && !WIN32' in order to link it successfully. This goes for both MSC9 and MSC10.

(I'm not quite sure why this disappeared and reappeared again..)

Best regards,

Tom

There are some glitches in build system for convoluted cases as TURTLE is, you might want to try rebuild all.

DroidFonts is host platform totally independent source of glyph graphics. It replaces any host platform technology; it happens through

#include "Draw.h"

NAMESPACE_UPP

#ifndef CUSTOM_FONTSYS

in Draw/FontWin32.cpp (and Draw/FontFc.cpp).