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Subject: Re: Issue With Korean translation of Upp Linux application

Posted by [mirek](#) on Sat, 07 Nov 2015 09:01:55 GMT

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Appears to be a font problem. In Win32, it works.

CJK characters are handled by "replacement fonts". Unfortunately, identifying which fonts contain which characters is very slow process, so U++ has fixed font tables to accelerate this (in Draw/FontCR.cpp).

We will need to add some typical Linux fonts that support Korean. I have identified these fonts in my distro (Mint) to support Korean:

"WenQuanYi Micro Hei Mono"

"NanumMyeongjo"

"NanumGothic"

"WenQuanYi Micro Hei",

- that fixed problem for me. Anyway, you might want to run this simple utility to eventually find more fonts in your distro that support Korean:

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{
    ArrayCtrl a;
    a.AddColumn();
    for(int i = 0; i < Font::GetFaceCount(); i++) {
        DDUMP(Font::GetFaceName(i));
        a.Add(AttrText(String().Cat() << AsString(i) << ' ' <<

                .SetFont(Font(i, StdFont().GetHeight())));
    }
    TopWindow w;
    w.Add(a.SizePos());
    w.Run();
}
```

Then, there are bitfield maps in FontCR. You can use uppbox/FontMaps to generate them... (also, it is a nice demonstration why we need these fixed maps - it is pretty slow :)