Subject: What is the U++ way to replace a missing font glyph?
Posted by Oblivion on Fri, 19 Jun 2020 11:33:44 GMT
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Hello,

I am working on a range-based and fallback font substitution mechanism for Terminal ctrl and I don't want to reinvent the wheel.

Is there already a way to replace missing glphs in U++ API?

For example, most fonts do not have the glyphs for braille alhabet or unicode emojis/icons. I want to use alternative fonts for missing glpyhs.

I see some methods for Font, suggesting that it is possible but I couldn't find a simple example.

I'd be grateful if anyone could clarify this point and/or post an example.

Edit: I see a static font replacement list in Draw/FontCR.cpp. Is it how U++ does this? If so, can we have a way to modify and let apps manage the list?

Best regards,
Oblivion