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Subject: Re: What is the U++ way to replace a missing font glyph?

Posted by [Oblivion](#) on Mon, 22 Jun 2020 21:11:51 GMT

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Quote:

I think that whatever fonts you might add by AddFallbackFont, you can have in the list already...  
Smile

I mean, how are you going to use this?

OK, if we can add some new faces to fallback fonts list, it would be sufficient and great. :)

For one, an important monospace font with great glyph coverage is missing: FreeMono.  
(FreeSans and FreeSerif is already in the list but their monospaced counterpart is missing).

Also, FontAwesome should be in that list too. (It has extensive icons coverage, used by many apps.)

These two would improve the result of font glyph substitution mechanism of U++.

There are other font families such as Noto for extensive CJK, Devanagari, etc. coverage but they can be picked and added later, if needed.

As a side note, I think it would be better to have a Font constructor that takes a facename. (Can be used to construct font arrays from facenames, using the C++11 initializer lists.)

Best regards,  
Oblivion

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