Subject: Re: What is the U++ way to replace a missing font glyph?
Posted by Oblivion on Fri, 03 Jul 2020 12:18:57 GMT

Hello Mirek,

Coverage of FontAwesome;

"FontAwesome", 0xc0000000, 0x88000002,

As for facename as constructor parameter, I would rather not. I do not like to encourage the idea that facenames are shared across computers...

No worries, I can live without it.

Thank your very much!

Best regards,
Oblivion