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Subject: Re: Will UPP support full UNICODE (21bits long codepoint)?

Posted by [chivstyle](#) on Mon, 17 Aug 2020 05:22:15 GMT

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You are right. The renderer dose not support UNICODE, it treats WCHAR as a character, it not always right. Some other routines such as GetWidth [Font] and subroutines in Font.cpp should be changed to support UNICODE.

Now, I have got a TTF font file that support almost all UNICODE codepoints. I rendered some CJK characters by FreeType, got it.

So, I think it's not a complicated job to support UNICODE.

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