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

Posted by [Oblivion](#) on Sat, 22 Aug 2020 17:29:23 GMT

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Quote:If we do not want to use Uniscribe, just good old GDI,

Why not? Does U++ also takes care of devices that rely exclusively on GDI?

I would even suggest moving to DirectWrite (IIRC, Novo did suggest moving to Directx some time ago...)

The only GDI function that comes to my mind (to determine if the glyph is missing) is
GetGlyphIndices().

It takes a string and let you mark the non-existing ones.

<https://docs.microsoft.com/tr-tr/windows/win32/api/wingdi/nf-wingdi-getglyphindicesw>

Best regards,
Oblivion
