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

Posted by [mirek](#) on Sun, 23 Aug 2020 08:06:49 GMT

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Oblivion wrote on Sat, 22 August 2020 19:29Quote: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 guess it is about a) minimising changes in the code b) implementing in other platforms.

I believe we should do this in several phases:

Phase 1: Moving to code to utf8 (that is String instead of WString) and 32-bit codepoints support.

Phase 2: Basic combining characters support

Phase 3: Advanced text layout

for phase 3, we can either decide to use platform specific library (Uniscribe/pango), which would mean encapsulating it to something platform independent, or just use Harfbuzz on all platforms, which I guess will require dealing with glyph metrics and presence.

Mirek

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