
Subject: Re: 32 bit wchar merged
Posted by [Oblivion](#) on Sun, 05 Dec 2021 15:05:58 GMT
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I've changed the line, and unfortunately nothing has changed.

It seems that the fallback list and the new font rendering routines have some issues. Because up to wchar32 update can definitely render emojis on Linux, as it can be seen from the screenshot in my previous message.

In my test case, it displays all the emojis correctly. The problem is I have to pass the emoji font as the active font. (in TheIDE's code editor, for example)

P.s I have recreated the fallback font list, using the FontMap2. Noto Color Emoji is correctly listed in it, but It doesn't take it into account (or maybe it does but not scaling correctly, because I am getting a single pixel instead of a emoji. (This may also have to do the incorrect line height issue I have mentioned in my previous post.)

Best regards,
Oblivion
