

---

Subject: Re: 32 bit wchar merged  
Posted by [mirek](#) on Sun, 05 Dec 2021 15:24:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion wrote on Sun, 05 December 2021 16:05 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 an emoji. (This may also have to do with the incorrect line height issue I have mentioned in my previous post.)

Best regards,  
Oblivion

Well, if the font is not found in the fixed list, all remaining fonts are loaded and tested (this takes time, the purpose of the fixed list is to speed up the process in "normal" cases).

I think this is more likely related to color font rendering / handling.

Mirek

---