
Subject: Re: Is there a way to get all character supported in a font with Font?

Posted by [mirek](#) on Wed, 18 May 2022 08:44:31 GMT

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[quote title=Mountacir wrote on Fri, 15 April 2022 21:54]Hi,

I've been trying to get all code points in a font so i can preview them, but i couldn't do it with the Font Class.

I tried something like this but no luck.

```
char c;
String s;
for(int i = 1; i<1000;i++){
    if(fnt.HasChar(i)){

        c = i;
        s << c;

    }else {
        break;
    }

}
LOG(s);
```

Have you tried to remove break? :)

Other than that, I think what you really need is IsNormal - that means that unicode codepoint is really in given font. HasChar will return true even if codepoint is rendered using multiple glyphs from the font or even being replaced by some glyph from some other font.
