Posted by Mountacir on Fri, 15 Apr 2022 19:54:05 GMT
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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);
```


In freetype.h this solutions was given


```
FT_ULong  charcode;
FT_UInt   gindex;

charcode = FT_Get_First_Char( face, &gindex );
while ( gindex != 0 )
{
  //... do something with (charcode,gindex) pair ...

  charcode = FT_Get_Next_Char( face, charcode, &gindex );
}
```


Is it possible to add FT_Get_Next_Char and FT_Get_First_Char to Font class?

Thank you.

Subject: Re: Is there a way to get all character supported in a font with Font?
Posted by Mountacir on Tue, 19 Apr 2022 23:04:59 GMT

Hi,

I found a solution in Ultimatepp's github (uppbox), and i made a simple Char Map with it (Package attached). (I hade to upgrade from 16098 to latest)
Fonts like ms serif (raster typeface) don't work.

File Attachments
1) CharMap.zip, downloaded 199 times

Subject: Re: Is there a way to get all character supported in a font with Font?
Posted by Mountacir on Tue, 19 Apr 2022 23:15:39 GMT

Added this

```
if(char_list.GetCount()<=0){
 return;
}
```

File Attachments
1) CharMap2.zip, downloaded 184 times

Subject: Re: Is there a way to get all character supported in a font with Font?
Posted by deep on Wed, 20 Apr 2022 14:49:08 GMT

I was checking your CharMap code.

In Indian Unicode scripts there is Extended char set. Which Unicode values are beyond 0xFFFF.

I am enclosing one font from Noto ttf. This has Glyphs from many langs.

Extended chars from 0x10000 to 0x10663

Can you give some hints on how to display Extended chars.

File Attachments

Subject: Re: Is there a way to get all character supported in a font with Font?
Posted by Mountacir on Wed, 20 Apr 2022 22:13:46 GMT
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Hi deep,

The solution I used in my code "TypeReader.cpp/h" is from Uppbox (Emoji example), I shamelessly copied it as it is and still learning how it works.

As for the font you attached, I tried it with multiple CharMap viewers on Windows and online, it doesn't seem to go beyond 0xFFFF. But using Photoshop's Glyphs viewer i noticed that it shows Glyphs beyond 0xFFFF, but they don't have a Unicode or a name just a GID (GlyphID?) number. So I think a solution to preview non-Unicode glyphs is needed.
I also tried to loop over 0x10000 to 0x10663, but all characters got replaced.

In the other hand "NotoSansEgyptianHieroglyphs-Regular.ttf" does go beyond 0xFFFF:

File Attachments
1) egy.png, downloaded 460 times

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.