Subject: Plugin: FT_fontsys broken and by extension so is DroidFonts
Posted by devilsclaw on Thu, 29 Jun 2023 16:31:19 GMT
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When using FT_fontsys the CUSTOM_FONTSYS gets defined. When this happens parts of the Upp gets disabled and FT_fontsys is supposed to replace those functions/types.

So far on both windows and linux this breaks building Upp due to missing functions during linking.

I don't have a Mac so I am unable to see if its also broken

Subject: Re: Plugin: FT_fontsys broken and by extension so is DroidFonts
Posted by Oblivion on Thu, 29 Jun 2023 17:23:56 GMT
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Hi devilsclaw,

What are you using FT_Fontsys for? It is used -only- with non-host GUI applications (running U++ apps on embedded devices, in web browsers (html5 canvas, etc...). It is only useful if you are writing a VirtualGui client. (See virtualgui for more info...)

Can you check if the reference/SDL2UWord example compiles and runs?

Best regards,
Oblivion

Subject: Re: Plugin: FT_fontsys broken and by extension so is DroidFonts
Posted by devilsclaw on Thu, 29 Jun 2023 17:33:19 GMT
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I wanted to use custom fonts that can be embedded into the application. From what I can tell the standard font code does not allow fonts that are not installed to the operating system in some way.

DroidFonts uses FT_fontsys which it looks to be used to do such a thing.

Yes the SDL2UWord does compile.

So I guess I was using it wrong. Then my question is how do I embedded fonts into my application and use them?

I currently already have them embedded byte/binary wise I just want to then point the program to the memory location and have it use those fonts.

Subject: Re: Plugin: FT_fontsys broken and by extension so is DroidFonts
Posted by devilsclaw on Sat, 01 Jul 2023 18:43:28 GMT
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wrong post sorry