Subject: Bug in DrawText and Font issue
Posted by Werner on Sat, 22 Dec 2007 10:20:48 GMT
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I have found 2 problems when selecting and displaying fonts:

The ***minor*** issue is that, what a particular font is, seems to be not generally acknowledged. So Ultimate++ tells me (GetFaceCount) that there are 117 fonts on my machine. MS Word finds 71 and AMP Font Viewer sees 93.

It would be nice to know exactly what criteria Ultimate++ uses to define a distinct font.

The ***major*** issue is that DrawText sometimes uses the wrong face to display text in a certain font. Namely on my machine a text in "ZapfDingbats" or in "Zymbol" is displayed in "Windings".

Please check the following listing and have a look at the attached screenshot.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class MyWin : public TopWindow
{
 virtual void Paint(Draw& w)
 {
  w.DrawRect(GetSize(), White());

  Font f0(87, 12);         // @Arial Unicode MS

  Font f1(48, 24);         // Windings
  w.DrawText(10, 10, f1.GetFaceName(), f0, LtBlue);
  w.DrawText(10, 30, "Programming is fun!", f1, LtBlue);

  Font f2(82, 24);         // ZapfDingbats
  w.DrawText(10, 70, f2.GetFaceName(), f0);
  w.DrawText(10, 90, "Programming is fun!", f2);

  Font f3(83, 24);         // Zymbol
  w.DrawText(10, 130, f3.GetFaceName(), f0);
  w.DrawText(10, 150, "Programming is fun!", f3);
 }
};

GUI_APP_MAIN
{
 MyWin win;
```

```
 win.SetRect(0, 0, 450, 200);
 win.Run();
}
```

Werner

```
File Attachments
1) UppVsAMP.jpg, downloaded 936 times
```

Subject: Re: Bug in DrawText and Font issue
Posted by mirek on Sat, 22 Dec 2007 16:13:33 GMT
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Well, where can I get ZapfDingbats?

Mirek

Subject: Re: Bug in DrawText and Font issue
Posted by Werner on Sat, 22 Dec 2007 17:42:30 GMT
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luzr wrote on Sat, 22 December 2007 17:13Well, where can I get ZapfDingbats?

Mirek

I don't know where these fonts came from. Please stand by while I'am checking that.

Meanwhile you might want to have a look at the attached infos.

Werner

```
File Attachments
1) WINGDING.jpg, downloaded 889 times
2) ZD_____.jpg, downloaded 913 times
3) ZY_____.jpg, downloaded 934 times
```

Subject: Re: Bug in DrawText and Font issue
Posted by Werner on Sat, 22 Dec 2007 21:02:46 GMT

luzr wrote on Sat, 22 December 2007 17:13Well, where can I get ZapfDingbats?

Mirek

I'm terribly sorry. Although I'm very sure that I got these fonts together with a (legally!) free application I can't tell with which one. And I can't send you these fonts as they are copyrighted.

So I'll try my best to debug the program myself hoping to trap the problem.

Any hint where to look and what to look for would be appreciated.

Anyway - thanks for being willing to help me.

Werner

Subject: Re: Bug in DrawText and Font issue
Posted by mirek on Sun, 23 Dec 2007 17:55:15 GMT

Werner wrote on Sat, 22 December 2007 16:02luzr wrote on Sat, 22 December 2007 17:13Well, where can I get ZapfDingbats?

Mirek

I'm terribly sorry. Although I'm very sure that I got these fonts together with a (legally!) free application I can't tell with which one. And I can't send you these fonts as they are copyrighted.

So I'll try my best to debug the program myself hoping to trap the problem.

Any hint where to look and what to look for would be appreciated.

Anyway - thanks for being willing to help me.

Werner

Draw/DrawTextWin32. My guess this is some encoding problem; there are some weird things about symbol fonts.

That said, I am not 100% happy with current code either; it really does strange things.

BTW, here is some useful code (I have made to test this issue):

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN
{
 ArrayCtrl a;
 a.AddColumn("Font");
 a.AddColumn("View");
 for(int i = 0; i < Font::GetFaceCount(); i++)
  a.Add(Font::GetFaceName(i), AttrText("Just a test!").SetFont(Font(i, 20)));
 a.SetLineCy(24);
 TopWindow app;
 app.Add(a.SizePos());
 app.Run();
}
```

Mirek

Subject: Re: Bug in DrawText and Font issue
Posted by Werner on Sun, 23 Dec 2007 21:11:03 GMT

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luzr wrote on Sun, 23 December 2007 18:55there are some weird things about symbol fonts.

That said, I am not 100% happy with current code either; it really does strange things.

Thank you very much for your code. I hadn't the time to do some debugging today.

Anyway, just to get a first impression, here are my symbol fonts (and until now I didn't realize that they are all "symbol"):

But don't care for now. I'll stick to it.

Werner

File Attachments
1) Symbols2.jpg, downloaded 837 times

Subject: Re: Bug in DrawText and Font issue
Posted by Werner on Sun, 23 Dec 2007 21:21:23 GMT
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By the way: is

a_font.GetFaceInfo();
broken or am I doing something silly?

While

dword flags = Font::GetFaceInfo(a_number);
works fine,

dword flags = a_font.GetFaceInfo();
produces failed assertions.

Werner

Subject: Re: Bug in DrawText and Font issue
Posted by mirek on Tue, 25 Dec 2007 18:36:22 GMT
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Well, it is equivalent to Font::GetFaceInfo(font.GetFace())...

Mirek

Subject: Re: Bug in DrawText and Font issue
Posted by Werner on Wed, 26 Dec 2007 10:58:22 GMT
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luzr wrote on Tue, 25 December 2007 19:36Well, it is equivalent to
Font::GetFaceInfo(font.GetFace())...

Mirek

Works fine! My former assumption it might be broken seems to have been a tiredness-related
syntactical source code mess. Sorry!

Eventually I'm going now to track down this "different-fonts-with-identical-faces" problem.

Werner

Subject: Re: Bug in DrawText and Font issue
Posted by Werner on Wed, 26 Dec 2007 20:31:01 GMT

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Werner wrote on Wed, 26 December 2007 11:58Eventually I'm going now to track down this "different-fonts-with-identical-faces" problem.

Well, seems as if I were a little bit to optimistic. Obviously I'm lacking the necessary knowledge and/or experience ...

Anyway:

Trying to debug yields the following temporary result:

When the calling chain reaches ExtTextOutW, the arguments are still ok. The face is still 48 (WinDings), 82 (Zapfdingbats), and 83 (Zymbol) respectively. The text is still the same (Programming is fun!). But then - if I get that right - ExtTextOutW calls a library function in GDI32.dll. And here is where my skills are exhausted.

Any ideas what else I could do?

Werner

Subject: Re: Bug in DrawText and Font issue
Posted by mirek on Tue, 01 Jan 2008 09:58:42 GMT

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Start meddling with ExtTextOutW parameters

Mirek