Subject: Issue With Korean translation of Upp Linux application
Posted by jfranks on Tue, 29 Sep 2015 23:41:46 GMT
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Hello,

We are having difficulty with our app displaying Korean characters.
We have followed the directions given here to others:

http://www.ultimatepp.org/forums/index.php?t=msg&goto=43 537&

We did a copy/paste of the Korean text into t file using Theide editor.
Initially, it looks like squares before Upp compilation.
The build succeeds and Upp changes the text in the t file to hex numbers.
However, these don't render as Korean text in the application but continue to look like squares.
A screen image is captured as an example.
It is attached along with the t file for this project in tar.gz format.

The t file line numbers of the four text in buttons are
line #7773, #7787, #7419, and #7808.

We used Google translate to go from English --> Korean.

It is those Korean characters that we copy/paste into Theide for further conversion to the hex number sequences.
However, all we get from Upp rendering in our application is square boxes.

T file encodings and font in Upp are default utf8 and Monospace.

P.S. Copy/paste of the same Google translated Korean text into Leafpad editor renders proper Korean text, and not squares.

Additional Context:
- Host: is Linux Mint 17.2 on Intel architecture
- Upp: we are using upp-x11-src-8760 snap-shot

Any suggestion regarding this is very much appreciated.
--Jeff

File Attachments

1) Korenfiles.tar.gz, downloaded 582 times

Subject: Re: Issue With Korean translation of Upp Linux application
Posted by mirek on Sat, 07 Nov 2015 09:01:55 GMT

Appears to be a font problem. In Win32, it works.

CJK characters are handled by "replacement fonts". Unfortunatly, identifying which fonts contain which characters is very slow process, so U++ has fixed font tables to accelerate this (in Draw/FontCR.cpp).

We will need to add some typical Linux fonts that support Korean. I have identified these fonts in my distro (Mint) to support Korean:

"WenQuanYi Micro Hei Mono"
"NanumMyeongjo"
"NanumGothic"
"WenQuanYi Micro Hei",

- that fixed problem for me. Anyway, you might want to run this simple utility to eventually find more fonts in your distro that support Korean:

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

using namespace Upp;

GUI_APP_MAIN
{
 ArrayCtrl a;
 a.AddColumn();
 for(int i = 0; i < Font::GetFaceCount(); i++) {
  DDUMP(Font::GetFaceName(i));
  a.Add(AttrText(String().Cat() << AsString(i) << ' ' <<

                .SetFont(Font(i, StdFont().GetHeight())));
 }
 TopWindow w;
 w.Add(a.SizePos());
 w.Run();
}
```

Then, there are bitfield maps in FontCR. You can use uppbox/FontMaps to generate them... (also, it is a nice demonstration why we need these fixed maps - it is pretty slow

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Subject: Re: Issue With Korean translation of Upp Linux application
Posted by jfranks on Sun, 22 Nov 2015 04:48:38 GMT

Mirek,

Thank you for responding to the question and the investigative work you did.

You said: "...We will need to add some typical Linux fonts that support Korean."
Is there a time table for this to happen?
Will it be announced as a release or will it show up in a nightly snap shot?

If this were available, we would like to make use of it since we have a need for this in our project.

Again, thank you for your help.

-- Jeff

Subject: Re: Issue With Korean translation of Upp Linux application
Posted by mirek on Sun, 22 Nov 2015 05:32:54 GMT

It is in trunk (and thus in nightly build). Anyway, I have added fonts I have on my distro, so if the problem is not fixed for you (unlikely), my previous message contains intructions how to fix it.

Mirek

Subject: Re: Issue With Korean translation of Upp Linux application
Posted by jfranks on Wed, 25 Nov 2015 14:57:33 GMT

Yes, that fixes the Korean character rendering.

Thank you for the solution to this.

We are so ecstatic about this!

And then I was asked: "Can this solution can be back-ported
into upp-2007.1 ?"

I told them I would look at the code and see.
There does not seem to be a list of language character
fonts in upp-2007.1 and so I don't know how to do that.

Is there a way that we can back-port the functionality
for rendering Korean characters into upp-2007.1 ?

-- Jeff

Subject: Re: Issue With Korean translation of Upp Linux application
Posted by mirek on Thu, 26 Nov 2015 08:03:45 GMT
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jfranks wrote on Wed, 25 November 2015 15:57Yes, that fixes the Korean character rendering.

Thank you for the solution to this.

We are so ecstatic about this!

And then I was asked: "Can this solution can be back-ported
into upp-2007.1 ?"

I told them I would look at the code and see.
There does not seem to be a list of language character
fonts in upp-2007.1 and so I don't know how to do that.

Is there a way that we can back-port the functionality
for rendering Korean characters into upp-2007.1 ?

-- Jeff

Unlikely. Why would you want to do such thing?

Mirek