

TextEngine

Language Dependent Fonts

Extended the [TextRendering::Style](#) to support language dependent fonts. A style can change the font to a culture dependent font when the culture has been changed. Further information can be found in the Changelog entry of SceneComposer and the [TextRendering::Style](#) documentation.

Alignment Behavior

The TextEngine provides a flag with

[TextRendering::LayoutingOptions::IsOrientationRealignmentEnabled](#) to switch between different solutions in case of a text which is too long for the maximum width. This flag decides which part of the text will be clipped in cases of centered or right-aligned texts. The flag provides two choices:

1. Show the text which is normally placed within the visual bounding box.
2. Show the beginning of the text within the visual bounding box providing the ability to read the beginning of the text.

The [TextNode2D](#) handles this by using the first solution when text trimming is disabled and the second one when it is enabled.

Minor Changes

Further optimized the visual output of justified text. And fixed some alignment issues.

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