Doomsday Engine - Bug #1082

[Font] Rendering missing glyphs

2012-08-28 17:46 - skyjake

Status:	Closed	**Start date:**	2012-08-28
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.11		

Description

Unprintable characters (those not present in the loaded font) are invisible in the console. Instead, the font renderer should draw missing characters as blocks/question marks/etc.

Alternatively, leverage a system font?

Labels: User Interface, Console

History

#1 - 2012-08-28 17:41 - skyjake

The new console in 1.11 uses system fonts, which provides a much fuller (Unicode) set of characters.

#2 - 2012-12-10 09:17 - skyjake

- **status**: open --> fixed
- **assigned_to**: Jaakko Keränen
- **Milestone**: v1.9.7 --> v1.11