Pango

Pango

- *Pango is a library for laying out and rendering of text, with an emphasis on internationalization. Pango can be used anywhere that text layout is needed*

Pango & Rendering libraries

- Pango can work with multiple font back-ends and rendering libraries
- Client side fonts using the FreeType and fontconfig libraries.
- Native fonts on Microsoft Windows using Uniscribe for complex-text handling
- Native fonts on MacOS X using ATSUI for complex-text handling, rendering via Cairo.

Libraries Required for Compilation of Work

- **Pango**
  - Pango is font rendering and layout engine.
- **Cairo**
  - Cairo is 2-D graphics library which supports multiple output devices i.e. X-Window, Win32, PDF, SVG etc.
- **FreeType**
  - Freetype is an ANSI C compliant font rasterizaton library.

Libraries Required for Compilation of Work

- **FontConfig**
  - FontConfig allows selection of an appropriate font given certain font characteristics
- **Glib**
  - Glib is a utility library written in C language.
- **Pixman**
  - Pixman is a pixel manipulation library for X and Cairo.
- **Expat**
  - Expat is an XML parser written in C.
- **libpng**
  - Libpng is png reference library.

Pango Compilation for Symbian Platform

- Code downloaded from http://code.google.com/p/cairo-for-symbian/downloads/list
- Changes are done in the Pango baseline code for compilation

Updations

- Libray : FontConfig
  - Changes are made so font files located on various drives can be loaded
- Library : Pango
  - In Pango.mmp file, changes were made to include various language modules in compilation process.
  - Pango Interface API: API was developed to make Pango accessible from an external application