NAME

fribidi_set_mirroring - set mirroring on or off

SYNOPSIS

#include <fribidi.h>

fribidi_boolean fribidi_set_mirroring(fribidi_boolean state);

PARAMETERS

fribidi_boolean state

New state to set.

DESCRIPTION

This function is used to turn character mirroring on or off. Character mirroring is the act of replacing a mirrorable glyph (character), eg. Left parenthesis, with the matching glyph, eg. Right parenthesis, in a right-to-left resolved context. If your rendering engine does mirroring itself, you may want to turn it off here.

This flag is on by default. This function is deprecated and only used with other deprecated functions.

RETURNS

The new mirroring status.

SEE ALSO

fribidi_shape_arabic(3), fribidi_get_par_direction(3), fribidi_get_par_embedding_levels_ex(3), fribidi_reorder_line(3), fribidi_get_bidi_type(3), fribidi_get_bidi_types(3), fribidi_get_bidi_type_name(3), fribidi_debug_status(3), fribidi_set_debug(3), fribidi_charset_to_unicode(3), fribidi_unicode_to_charset(3), fribidi_parse_charset(3), fribidi_mirroring_status(3), fribidi_reorder_nsm_status(3), fribidi_set_reorder_nsm(3), fribidi_log2vis_get_embedding_levels(3), fribidi_get_type(3), fribidi_get_type_internal(3), fribidi_get_par_embedding_levels(3), fribidi_join_arabic(3), fribidi_get_joining_type(3), fribidi_get_joining_types(3), fribidi_get_joining_type_name(3), fribidi_get_mirror_char(3), fribidi_shape_mirroring(3), fribidi_get_bracket(3), fribidi_get_bracket_types(3), fribidi_shape(3), fribidi_remove_bidi_marks(3), fribidi_log2vis(3)