

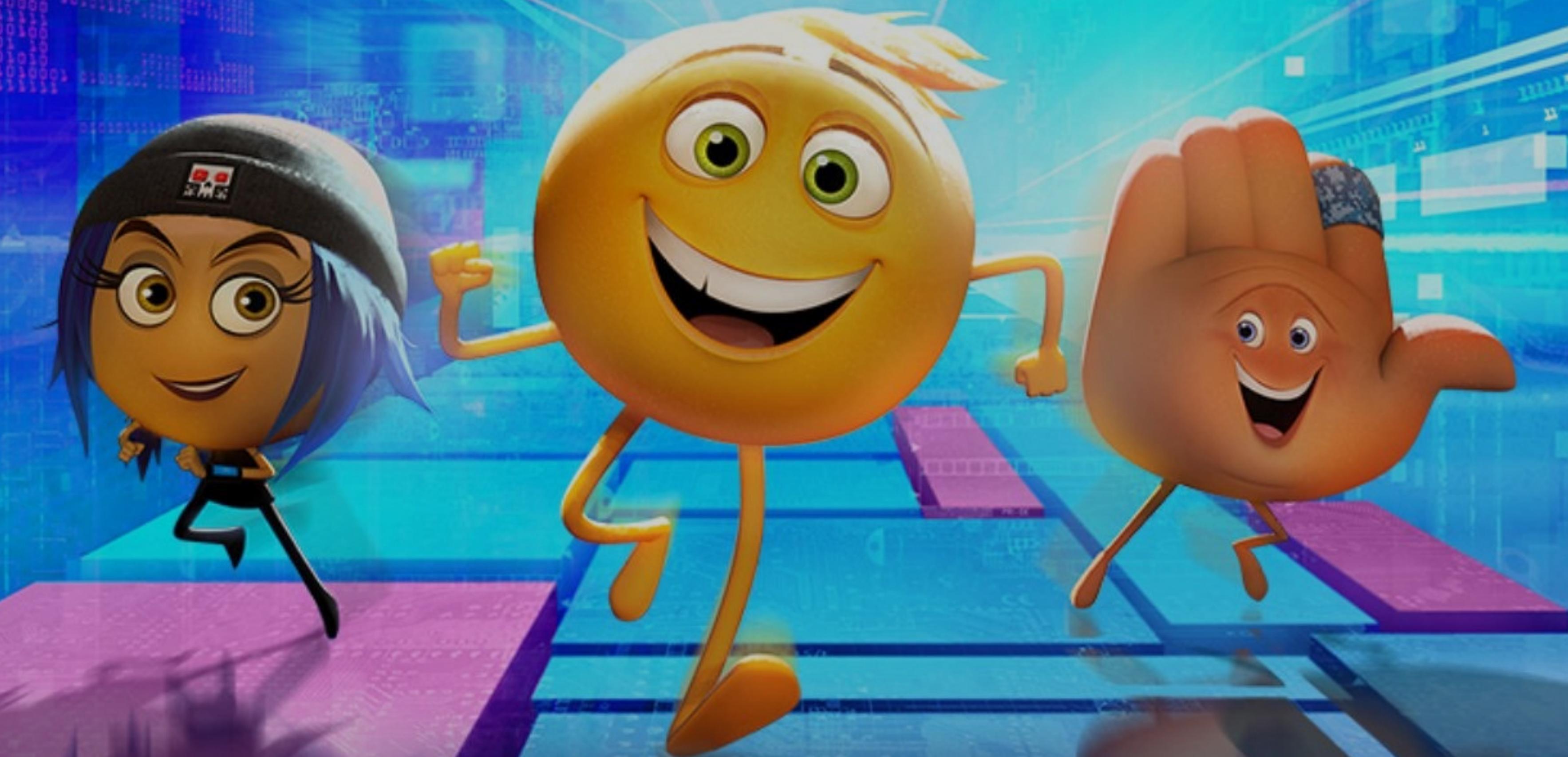
# Android U+2764 (♥) Emoji

Michael Evans  
@m\_evans10



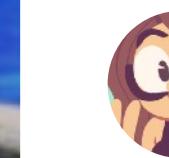


# THE EMOJI MOVIE



IN THEATERS JULY 28

# THE EMOJI MOVIE



Flavor-Blasted Valerie  
@valeriehalla



i wish the emoji movie was a dry  
documentary about the history  
of unicode and text encodings

30 481 1K

05 Aug 2017



IN THEATERS JULY 28

# History



# 1999

NTT DoCoMo, Shigetaka Kurita



**1999**

NTT DoCoMo, Shigetaka Kurita

176 characters



**1999**

NTT DoCoMo, Shigetaka Kurita

176 characters

“Picture character”





# 2010

Emoji added to Unicode spec (722 characters)



# 2010

Emoji added to Unicode spec (722 characters)

2011: Apple added to iOS



# 2010

Emoji added to Unicode spec (722 characters)

2011: Apple added to iOS

2013: Google added to Android



# 2014

## Twemoji



**2014**

Twemoji

Unicode 6.1 (872 characters)



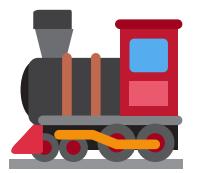
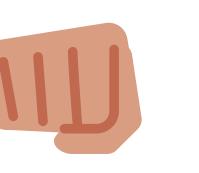
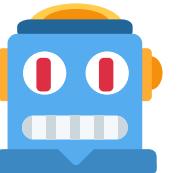
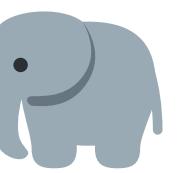
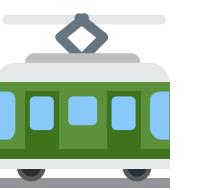
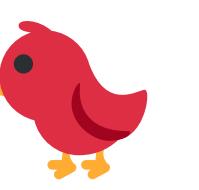
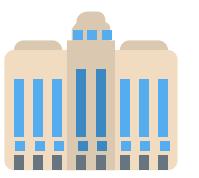
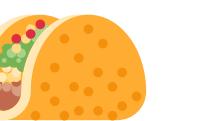
2014

Twemoji

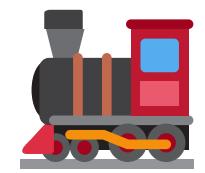
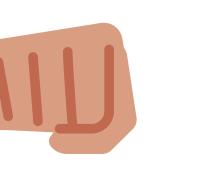
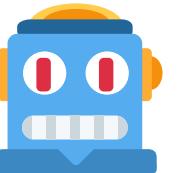
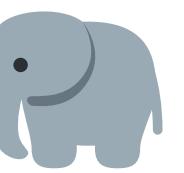
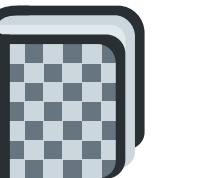
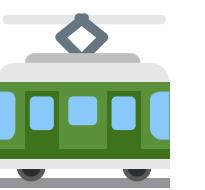
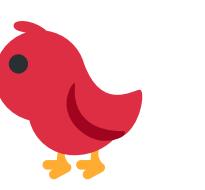
Unicode 6.1 (872 characters)

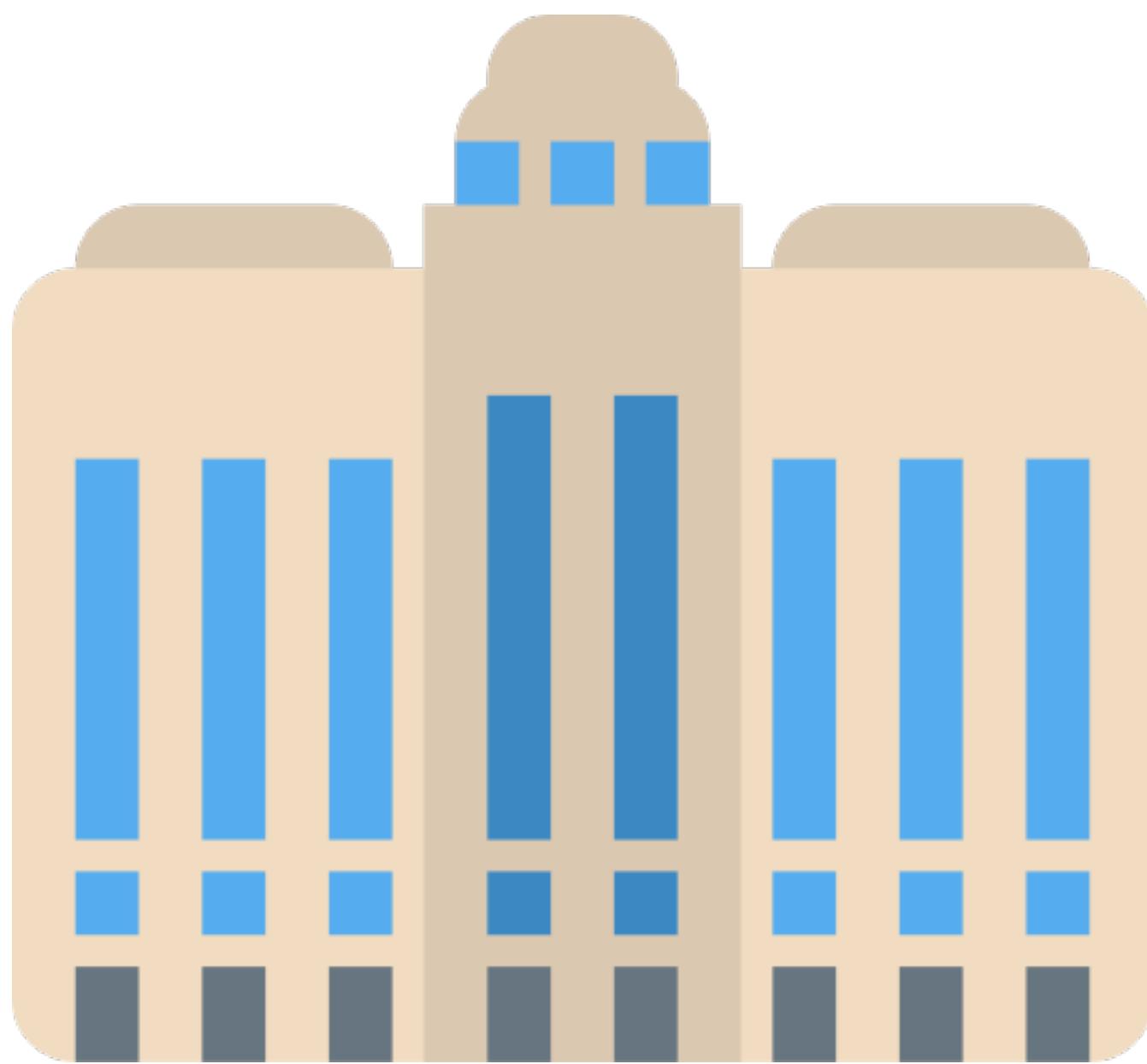
Solving ☺ on the web

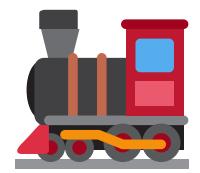
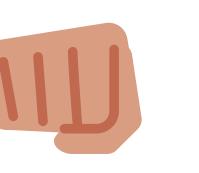
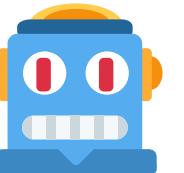
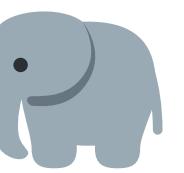
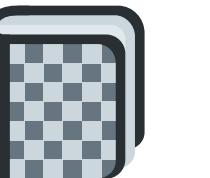
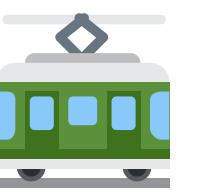
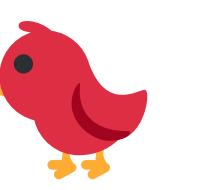
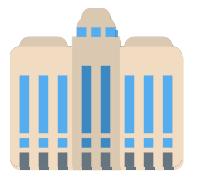
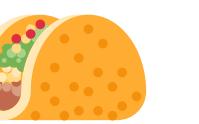












# 2018

## Unicode 11



**2018**

**Unicode 11**

**1,644 characters**



2018

Unicode 11

1,644 characters

Red / White / No hair



**2018**

**Unicode 11**

**1,644 characters**

**Red / White / No hair  
Superhero/Supervillian**



# 2018

## Unicode 11

1,644 characters

Red / White / No hair

Superhero/Supervillian

Bagel



# Unicode



# Unicode



# Unicode

Standard for

- encoding
- representation
- handling of text



# Unicode

Standard for

- encoding
- representation
- handling of text

1,112,064 code points



# Java (and Kotlin)



# Java (and Kotlin)

char



# Java (and Kotlin)

char

16-bit = max value 65,535



# Java (and Kotlin)

```
String example = "Hello 🌎";
for(int i = 0; i < example.length(); i++) {
    char c = example.charAt(i);
    System.out.printf("Character %d is %c%n", i, c);
}
```



# Java (and Kotlin)

```
String example = "Hello ";  
for(int i = 0; i < example.length(); i++) {  
    char c = example.charAt(i);  
    System.out.printf("Character %d is %c%n", i, c);  
}
```

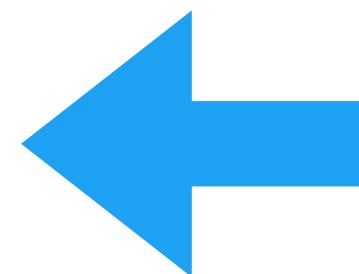
Character 0 is H  
Character 1 is e  
Character 2 is l  
Character 3 is l  
Character 4 is o  
Character 5 is  
Character 6 is ?  
Character 7 is ?



# Java (and Kotlin)

```
String example = "Hello 🌎";
for(int i = 0; i < example.length(); i++) {
    char c = example.charAt(i);
    System.out.printf("Character %d is %c%n", i, c);
}
```

Character 0 is H  
Character 1 is e  
Character 2 is l  
Character 3 is l  
Character 4 is o  
Character 5 is  
Character 6 is ?  
Character 7 is ?



# Surrogate Pairs



# Surrogate Pairs

Split code point across two characters



# Surrogate Pairs

Split code point across two characters

Don't use `String.charAt()`



# Surrogate Pairs

```
String example = "Hello 🌎";
for(int i = 0; i < example.length(); i++) {
    char c = example.charAt(i);
    System.out.printf("Character %d is %c%n", i, c);
}
```



# Surrogate Pairs

```
String example = "Hello 🌎";
for(int i = 0; i < example.length();) {
    int codePoint = example.codePointAt(i);
    System.out.printf("Character %d is %c%n", i, codePoint);
    i += Character.charCount(codePoint);
}
```



# Surrogate Pairs

```
String example = "Hello 🌎";
for(int i = 0; i < example.length();) {
    int codePoint = example.codePointAt(i);
    System.out.printf("Character %d is %c%n", i, codePoint);
    i += Character.charCount(codePoint);
}
```

Character 0 is H  
Character 1 is e  
Character 2 is l  
Character 3 is l  
Character 4 is o  
Character 5 is  
Character 6 is 🌎



# String.length()



```
>>> "😊".length
```



```
>>> "😊".length  
2
```



```
>>> len("😊")  
2  
>>> len("👍")
```



```
>>> len("😊")
```

```
2
```

```
>>> len("👍")
```

```
2
```



```
>>> len("😊")
```

```
2
```

```
>>> len("👍")
```

```
2
```

```
>>> len("👍")
```



```
>>> "😊".length
```

```
2
```

```
>>> "👍".length
```

```
2
```

```
>>> "👍".length
```

```
4
```



```
>>> len("😊")
```

2

```
>>> len("👍")
```

2

```
>>> len("👍")
```

4

```
>>> len("👨‍👩‍👧‍👦")
```



```
>>> "😊".length
```

```
2
```

```
>>> "👍".length
```

```
2
```

```
>>> "👍".length
```

```
4
```

```
>>> "👨‍👩‍👧‍👦".length
```

```
11
```



# Modifiers and Joining



# Modifiers and Joining

Zero Width Joiner



# Modifiers and Joining

Zero Width Joiner

U+200D



# Modifiers and Joining



# Modifiers and Joining

👍 = 🤝 + 🟤



# Modifiers and Joining

拇指 = 手 + 肤色



# Modifiers and Joining

👍 = 👍 + 🟤

👨‍👩‍👧‍👦 = 👨 + 👩 + 👧 + 👧



# Modifiers and Joining

👍 = 👍 + 🟤

👨‍👩‍👧‍👦 = 👨 + 👩 + 👧 + 👧



# Modifiers and Joining

👍 = 👍 + 🟤

👨‍👩‍👧‍👦 = ♂ + ♀ + ♂ + ♀

💻 = 💁 + 💻



# Modifiers and Joining

`String.codePointCount()`



# Emoji on Android





I don't always understand  
peralta's texts.



Android O



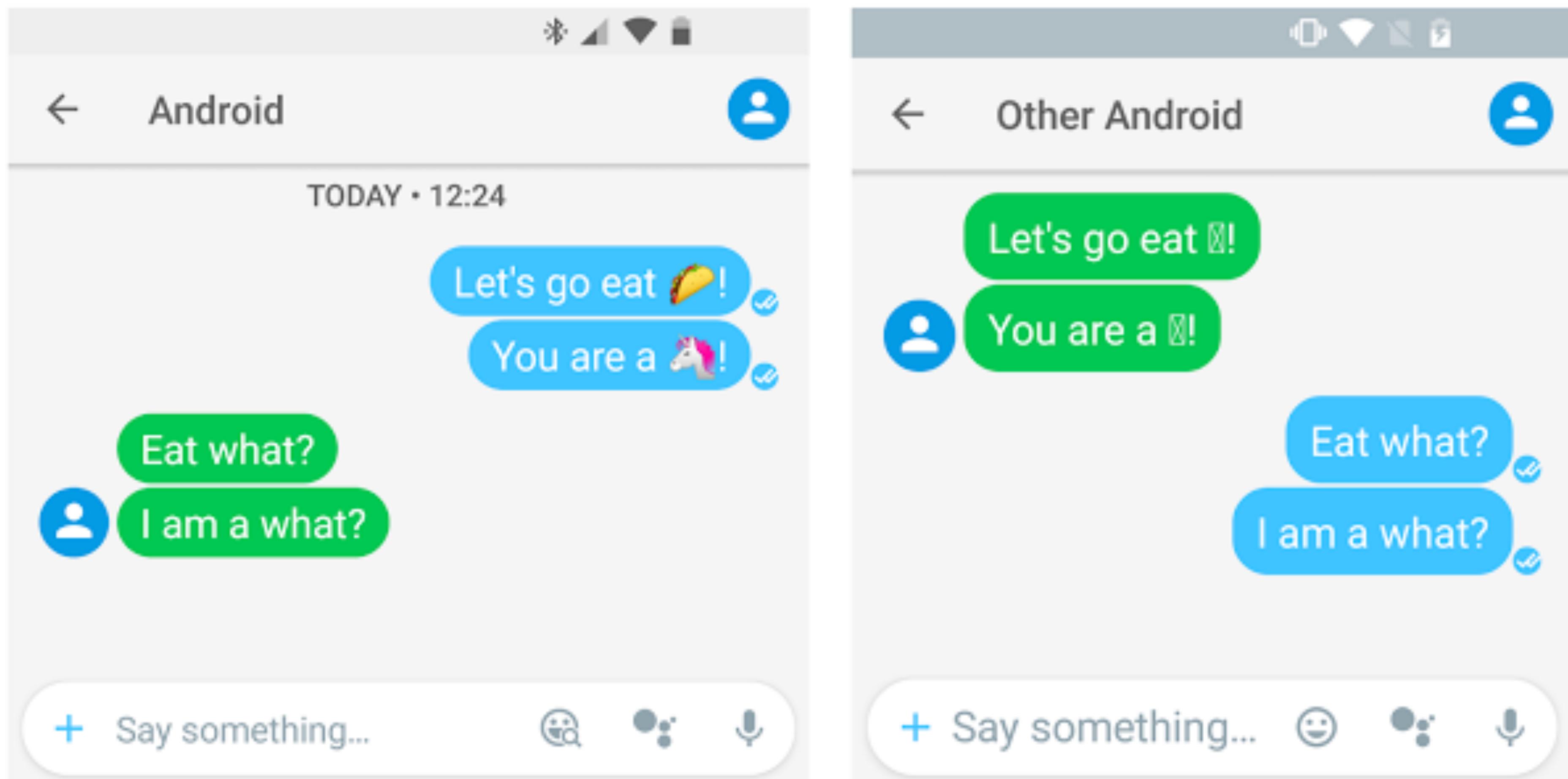
# Android O

## Downloadable Fonts

## EmojiCompat



# EmojiCompat



# EmojiCompat

Bundled or downloaded



# EmojiCompat

```
FontRequest fontRequest = new FontRequest(  
    "com.example.fontprovider",  
    "com.example",  
    "emoji compat Font Query", CERTIFICATES);  
EmojiCompat.Config config = new FontRequestEmojiCompatConfig(this,  
    fontRequest);  
EmojiCompat.init(config);
```



# EmojiCompat

```
FontRequest fontRequest = new FontRequest(  
    "com.example.fontprovider",  
    "com.example",  
    "emoji compat Font Query", CERTIFICATES);  
EmojiCompat.Config config = new FontRequestEmojiCompatConfig(this,  
    fontRequest);  
EmojiCompat.init(config);
```



# EmojiCompat

```
FontRequest fontRequest = new FontRequest(  
    "com.example.fontprovider",  
    "com.example",  
    "emoji compat Font Query", CERTIFICATES);  
EmojiCompat.Config config = new FontRequestEmojiCompatConfig(this,  
    fontRequest);  
EmojiCompat.init(config);
```



# EmojiCompat

```
FontRequest fontRequest = new FontRequest(  
    "com.example.fontprovider",  
    "com.example",  
    "emoji compat Font Query", CERTIFICATES);  
EmojiCompat.Config config = new FontRequestEmojiCompatConfig(this,  
    fontRequest);  
EmojiCompat.init(config);
```



# EmojiCompat

```
FontRequest fontRequest = new FontRequest(  
    "com.example.fontprovider",  
    "com.example",  
    "emoji compat Font Query", CERTIFICATES);  
EmojiCompat.Config config = new FontRequestEmojiCompatConfig(this,  
    fontRequest);  
EmojiCompat.init(config);
```



# EmojiCompat

```
<TextView  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"/>  
  
<EditText  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"/>  
  
<Button  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"/>
```



# EmojiCompat

```
<android.support.text.emoji.widget.EmojiTextView  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"/>
```

```
<android.support.text.emoji.widget.EmojiEditText  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"/>
```

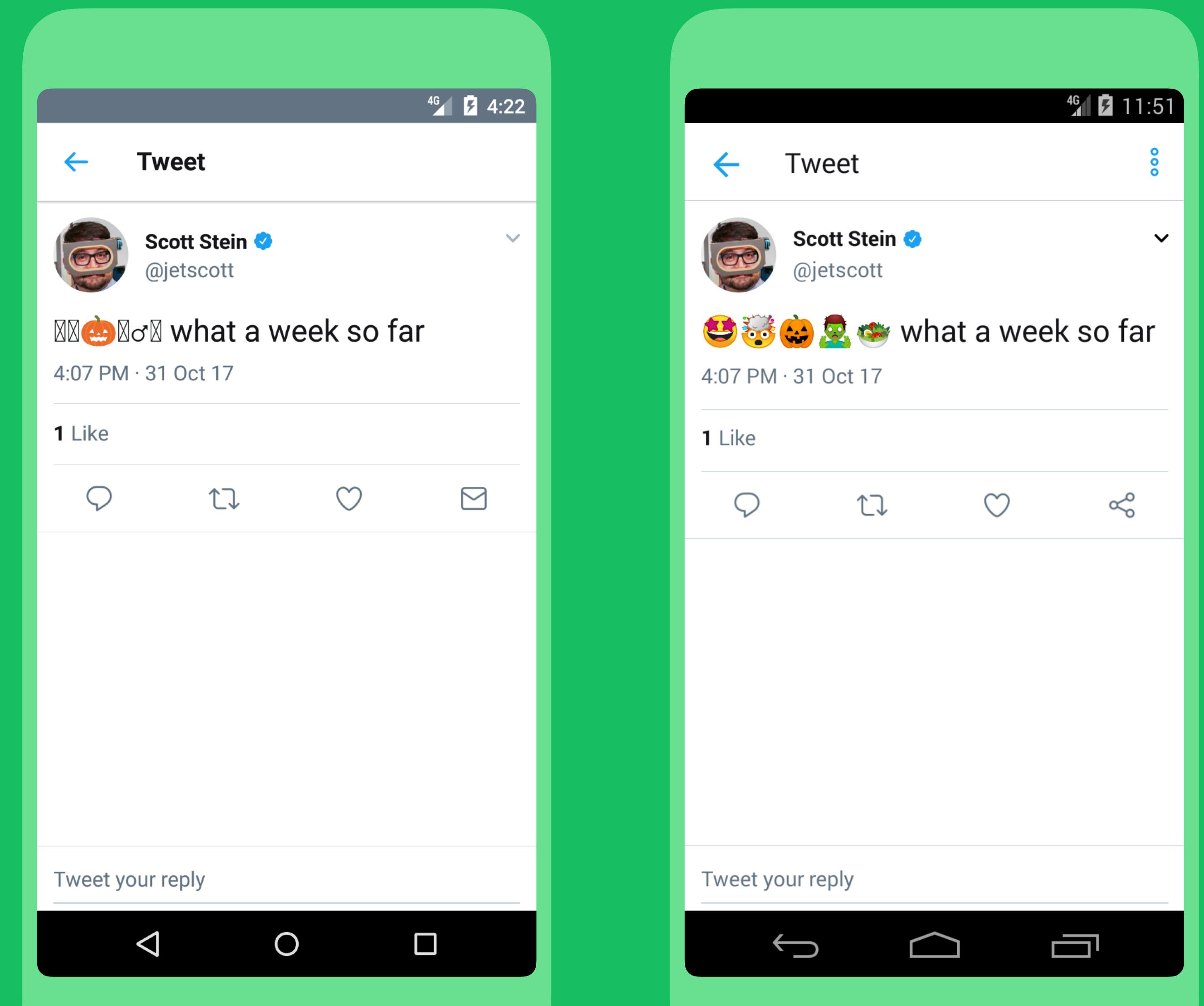
```
<android.support.text.emoji.widget.EmojiButton  
    android:layout_width="wrap_content"  
    android:layout_height="wrap_content"/>
```



# No more ?!



# No more ?!



# Twemoji?



# Reversing EmojiCompat



# Reversing EmojiCompat

## Rendering



# Reversing EmojiCompat

Rendering

Configuring



# Reversing EmojiCompat

Rendering

Configuring

Loading a new font



# Reversing EmojiCompat

Rendering

Configuring

Loading a new font



# EmojiAppCompatTextView



# EmojiAppCompatTextView

```
public class EmojiAppCompatTextView extends AppCompatTextView {  
    private EmojiTextViewHelper mEmojiTextViewHelper;  
    private boolean mInitialized;  
  
    private void init() {  
        if (!mInitialized) {  
            mInitialized = true;  
            getEmojiTextViewHelper().updateTransformationMethod();  
        }  
    }  
}
```



# EmojiAppCompatTextView

```
public class EmojiAppCompatTextView extends AppCompatTextView {  
    private EmojiTextViewHelper mEmojiTextViewHelper;  
    private boolean mInitialized;  
  
    private void init() {  
        if (!mInitialized) {  
            mInitialized = true;  
            getEmojiTextViewHelper().updateTransformationMethod();  
        }  
    }  
}
```



# EmojiTextViewHelper



# EmojiTextViewHelper

```
@Override  
TransformationMethod wrapTransformationMethod(TransformationMethod  
transformationMethod) {  
    if (transformationMethod instanceof EmojiTransformationMethod) {  
        return transformationMethod;  
    }  
    return new EmojiTransformationMethod(transformationMethod);  
}
```



# EmojiTextViewHelper

```
@Override  
TransformationMethod wrapTransformationMethod(TransformationMethod  
    transformationMethod) {  
    if (transformationMethod instanceof EmojiTransformationMethod) {  
        return transformationMethod;  
    }  
    return new EmojiTransformationMethod(transformationMethod);  
}
```



# EmojiTextViewHelper

```
return EmojiCompat.get().process(source);
```



# EmojiProcessor



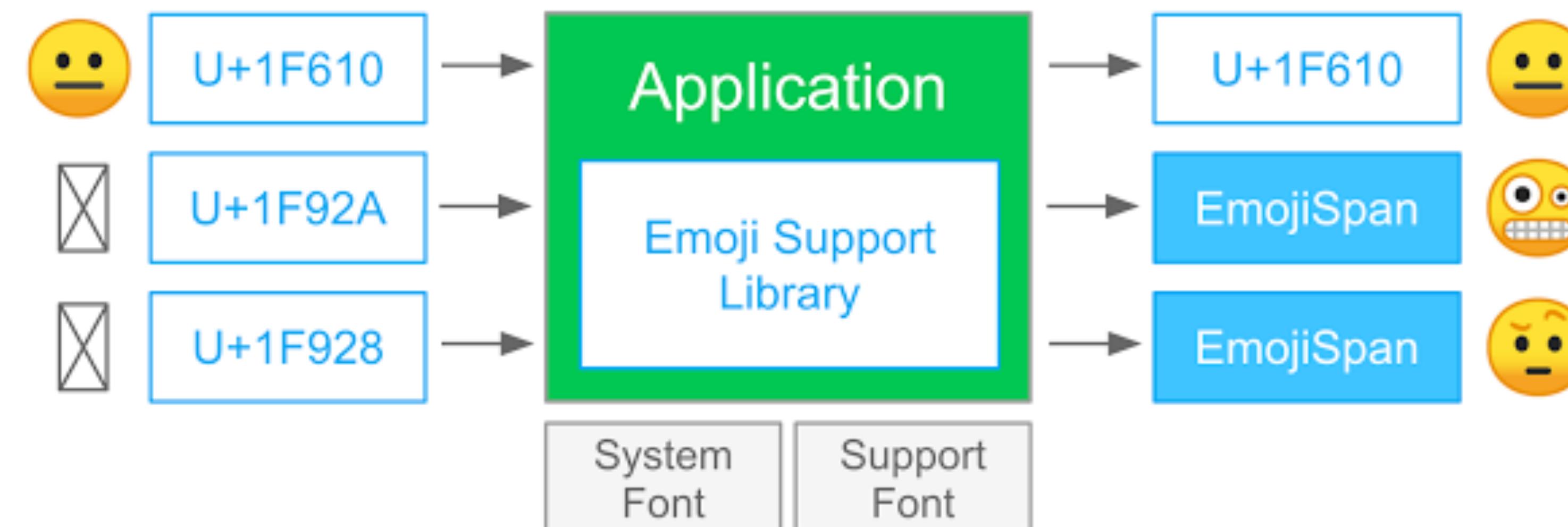
# EmojiProcessor

Unicode characters ➔ EmojiSpan



# EmojiProcessor

Unicode characters ➔ EmojiSpan



# EmojiSpan



# EmojiSpan

## ReplacementSpan



# EmojiSpan

## ReplacementSpan

Draws emoji to Canvas



# Reversing EmojiCompat

Rendering

Configuring

Loading a new font



# Reversing EmojiCompat

Rendering

Configuring

Loading a new font



# BundledEmojiCompatConfig



# BundledEmojiCompatConfig

```
try {
    final AssetManager assetManager = mContext.getAssets();
    final MetadataRepo resourceIndex = MetadataRepo.create(assetManager,
        FONT_NAME);
    mLoaderCallback.onLoaded(resourceIndex);
} catch (Throwable t) {
    mLoaderCallback.onFailed(t);
}
```



# BundledEmojiCompatConfig

```
try {
    final AssetManager assetManager = mContext.getAssets();
    final MetadataRepo resourceIndex = MetadataRepo.create(assetManager,
        FONT_NAME);
    mLoaderCallback.onLoaded(resourceIndex);
} catch (Throwable t) {
    mLoaderCallback.onFailed(t);
}
```



# Reversing EmojiCompat

Rendering

Configuring

Loading a new font



# Reversing EmojiCompat

Rendering

Configuring

Loading a new font



# Fonts



# Fonts

“

Extra emoji metadata is inserted in a binary format into the font and is parsed at runtime by [EmojiCompat](#). The data is embedded in the font’s `meta` table, with the private tag *Emji*.



# AOSP



# AOSP



# AOSP



[android](#) / [platform](#) / [external](#) / [noto-fonts](#) / [master](#) / [./emoji-compat](#) / **font**

```
tree: dd22872e8e5af327452b7ae1895c82485637bded [path history] [tgz]
```

[NotoColorEmojiCompat.ttf](#)



# Fonts



# Fonts

0001	0000	000d	0080	0003	0050	4342	4454
2ff6	d6c4	0000	3238	006b	f7ae	4342	4c43
1fa6	ad17	006c	29e8	0000	27d4	4753	5542
b3fd	5c33	006c	51bc	0000	5f20	4f53	2f32
7604	67d7	0000	0158	0000	0060	636d	6170
89b8	f62c	0000	1ee0	0000	0de5	6865	6164
0c5c	788b	0000	00dc	0000	0036	6868	6561
1164	0ccb	0000	0114	0000	0024	686d	7478
c142	0000	0000	01b8	0000	1d26	6d61	7870
0a0f	0039	0000	0138	0000	0020	6e61	6d65
755e	a57a	0000	2cc8	0000	054e	706f	7374
fb27	0084	0000	3218	0000	0020	7668	6561
0e5e	04cc	006c	b0dc	0000	0024	766d	7478 <sup>108</sup>



**TTX**



# TTX

<https://github.com/fonttools/fonttools>



# TTX

→ ttx -z extfile NotoColorEmojiCompat.ttf



# TTX

→ ttx -z extfile NotoColorEmojiCompat.ttf

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <ttFont sfntVersion="\x00\x01\x00\x00" ttLibVersion="3.9">
3
4 <GlyphOrder>
5   <!-- The 'id' attribute is only for humans; it is ignored when
6   parsed. -->
7   <GlyphID id="0" name=".notdef"/>
8   <GlyphID id="1" name="uni0000"/>
9   <GlyphID id="2" name="uni000D"/>
10  <GlyphID id="3" name="space"/>
11  <GlyphID id="4" name="glyph0004"/>
12  <GlyphID id="5" name="asterisk"/>
13  <GlyphID id="6" name="glyph0006"/>
14  <GlyphID id="7" name="glyph0007"/>
15  <GlyphID id="8" name="glyph0008"/>
16  <GlyphID id="9" name="glyph0009"/>
17  <GlyphID id="10" name="glyph0010"/>
18  <GlyphID id="11" name="glyph0011"/>
19  <GlyphID id="12" name="glyph0012"/>
20  <GlyphID id="13" name="glyph0013"/>
21  <GlyphID id="14" name="glyph0014"/>
22  <GlyphID id="15" name="alvph0015"/>
```



# createfont.py



# createfont.py

Adds *Emji* metadata for EmojiCompat support





# Twemoji-Compat!







Available as a  
bundled config or a  
standalone font



Available as a  
bundled config or a  
standalone font

Coming *very* soon™



# Questions ?

@m\_evans10

