

gofpdf Emoji Showcase

Comprehensive Visual Test Suite for Emoji Rendering

Section 1: Basic BMP Emoji Grid

These emoji are in the Basic Multilingual Plane (U+2000-U+2FFF) and should render correctly.

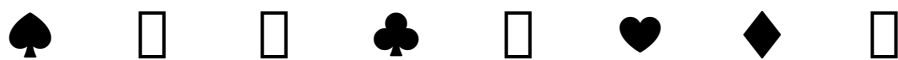
Weather & Nature:



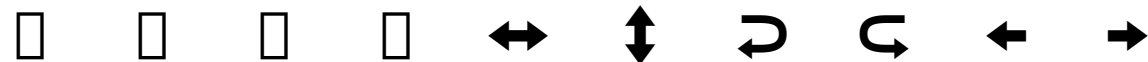
Symbols & Signs:



Card Suits:



Arrows:



Geometric Shapes:



Misc Symbols:








Music & Media:



Section 2: Text Integration

Emoji mixed with regular text in sentences.

Weather:	Today's forecast:										
Coffee:	Time for a break:										
Status:	Task completed:										
Love:	Sending you:										
Star:	Rate this:										
Alert:	Warning:										
Phone:	Contact:										
Direction:	Go this way:										

Section 3: Size Variations

Same emoji at different font sizes.

8pt:					
10pt:					
12pt:					

Section 7: Emoji in Tables

Structured data with emoji in table format.

Status	Task Description	Priority	Rating
✓	Complete documentation	☆ ☆ ☆	□ □ □ □ □
□	Fix bug in parser	☆ ☆	□ □ □ □ □
✓	Update dependencies	☆	□ □ □ □ □
➡	Refactor codebase	☆ ☆ ☆	□ □ □ □ □
✓	Write unit tests	☆ ☆	□ □ □ □ □

Section 8: Limitations & Known Issues

Understanding the boundaries of emoji support in gofpdf.

1. CMAP Format 4 Limitation (BMP Only)

The current implementation uses CMAP format 4, which only supports the Basic Multilingual Plane (BMP, U+0000-U+FFFF). Most modern emoji are in the supplementary planes (U+1F300 and above) and will NOT render correctly. They may appear as boxes, missing glyphs, or question marks.

2. Monochrome Only

The Noto Emoji font used provides monochrome (black and white) emoji, not colored emoji. If you need color emoji, you would need to use image-based solutions instead.

3. No Skin Tone Modifiers

Skin tone modifiers (U+1F3FB-U+1F3FF) are in the supplementary plane and will not work with the current implementation. Base emoji without modifiers should be used.

4. No ZWJ Sequences

Zero-Width Joiner (ZWJ) sequences like family emoji, profession emoji, and combined emoji are typically in supplementary planes and will not render as expected. Each component may render separately if in the BMP, or not at all.

What DOES Work:

- Dingbats (U+2700-U+27BF)
- Miscellaneous Symbols (U+2600-U+26FF)
- Arrows (U+2190-U+21FF)
- Geometric Shapes (U+25A0-U+25FF)
- Card suits and playing cards (U+2660-U+2667)
- Stars, hearts, and common symbols
- Weather and nature symbols in BMP range

What DOES NOT Work:

- Face emoji (U+1F600-U+1F64F) - smileys, emotions
- Animals & nature (U+1F400-U+1F4FF)
- Food & drink (U+1F32D-U+1F37F)
- Flags (U+1F1E0-U+1F1FF)
- Hand gestures with skin tones
- Family and people emoji with ZWJ sequences
- Most modern emoji added after Unicode 6.0

