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| UWP | SkiaSharp+HarfBuzz |
| CharacterSpacing | Add spacing to each glyph position when iterating over glyphs |
| FontFamily | SKPaint ctor param |
| FontSize | SKPaint.TextSize |
| FontStretch | SKTypeface.FromFamilyName() param - SKFontStyleWidth |
| FontStyle | SKTypeface.FromFamilyName() param – SKFontStyleSlant |
| FontWeight | SKTypeface.FromFamilyName() param – SKFontStyleWeight |
| LineHeight | Line wrapping of glyphs is done “manually” after they are positioned on a single line so line height can be applied at that time. |
| TextAlignment | Manual, after wrapping lines from glyph positions |
| TextWrapping | Manual using calculated glyph positions |
| LineStackingStrategy | Manual |
| TextTrimming | Manual, using glyph positions |
| TextDecorations | Removed in SkiaSharp 2.x - [Underline text not available · Issue #345 · mono/SkiaSharp (github.com)](https://github.com/mono/SkiaSharp/issues/345)  So…probably have to draw this manually. |
| Text selection | HarfBuzz glyph info specifies which character in the original string each rendered glyph maps to for text selection purposes (HarfBuzzSharp.GlyphInfo.Cluster property) |
| RTL/LTR text | Supported when laying out runs, but each run must only contain text in one direction, so needs to be pre-split before feeding into HB. |