
Subject: cjk - XIM - upp only process one character
Posted by [mobilehunter](#) on Sat, 03 May 2008 06:26:26 GMT
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It seems with current implementation upp only process one character received from Xutf8LookupString, and ignore the rest characters.

I changed codes at X11Proc.cpp.

I changed some behaviour at KeyRelease case from Ctrl::EventProc function.

These codes will make upp to process all the characters received.

```
WString stringWith8;//ADDED For CJK
if(pressed && w.xic) {
    Status status;
    int len = Xutf8LookupString(w.xic, &event->xkey, buff, sizeof(buff), &keysym, &status);
    buff[len] = 0;
    if(status == XLookupChars || status == XLookupBoth)
    {
        chr = FromUtf8(buff, len)[0];
        //ADDED For CJK
        if(status == XLookupChars)
        {
            stringWith8 = FromUtf8(buff, len);
        }
    }
    else
    if(status != XLookupKeySym && status != XLookupBoth)
        keysym = 0;
}

...

if(chr && pressed)//ADDED For CJK
{
    DispatchKey(chr, count);
    int strLen = stringWith8.GetLength();
    for(int ii=1;ii<strLen;ii++)
    {
        DispatchKey(stringWith8[ii], count);
    }
}
```
