
Subject: Re: Making support for code pages unlimited
Posted by [mirek](#) on Thu, 24 Sep 2009 08:35:37 GMT
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I am sorry I did not have to look into crashing tables more, now I did.

The problem with these crashes was mostly artificial, there were additional check to debug problems in tables:

- check that none of characters in the table is <128 (problem in ARMSCII_8)
- check that there are no duplicates (CP1161).

After removing the check, everything seems to be OK now.

As for multibyte character sets....

There is sort of problem, because some of charset.h expect single character.

So I guess all we can do is some sort of hook into 'whole string' functions that gets extended/reimplemented in "MBCS" package.

Maybe something like:

```
void RegisterMBCS(byte charset,  
                  WString (*tounicode)(const char *s, int len),  
                  String (*fromunicode)(const wchar *s, int len));
```

or maybe rather

```
void RegisterMBCS(byte charset,  
                  WString (*tounicode)(const char *s, int len, int charset),  
                  String (*fromunicode)(const wchar *s, int len, int charset));
```

or even

```
void RegisterMBCS(byte charset, void *param,  
                  WString (*tounicode)(const char *s, int len, void *param),  
                  String (*fromunicode)(const wchar *s, int len, void *param));
```

Mirek
