
Subject: Re: Choosing the best way to go full UNICODE

Posted by [mirek](#) on Wed, 31 May 2017 10:40:19 GMT

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cbpporter wrote on Wed, 31 May 2017 12:26mirek wrote on Wed, 31 May 2017 13:07

Then the result is definitely indexable. Or am I missing something?

Yes, performance!

No.

Really, the issue at hand is this. Current code works like (inserting character into LineEdit):

```
WString unpacked_line = line[i].ToWString();  
unpacked_line.Insert(cursor_position, something);  
line[i] = unpacked_line.ToString();
```

I am pretty sure that replacing WString with the new "Indexed unicode" String type will have similar performance, if not better, plus code will not change significantly.

That said, I am really focused at this very issue, this is what I really need to solve.

For most "low-level" tasks like ToUpper walker is better approach.
