Subject: Re: Building & using U++ without TheIDE
Posted by mirek on Sat, 15 Sep 2007 20:00:19 GMT
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sergei wrote on Sat, 15 September 2007 15:22Have you tried using MS Unicode Layer for Win9x?
I never did, but from the description it doesn't look much complicated. That way all builds could be
Unicode.

Well, but that is not out-of-box solution...

Quote:
Actually TCHAR is supposed to work. I started to do it, didn't have the chance to complete (see
previous post), but in theory my solution should just work.

I assumed that String always contain UTF-8, and WString always contain UTF-16. I also assumed
that String.ToWString and WString.ToString convert between them properly. And I used Win32
functions - MultiByteToWideChar and WideCharToMultiByte (have no idea how stuff like that
works on Linux).

TSTR is a class I made, that would be an interface between String/WString and Win32 functions
taking strings. Example:

Actually, there is already existing TSTR there, it is called FromSystemCharset and
ToSystemCharset (you need two ways of conversion). See in util.cpp how it is defined for
PocketPC - in that case, ToSystemCharset is the same thing as your TSTR...

Anyway, I would still rather used dynamic loading.

Quote:
In the file there's also UTFBOM, since I couldn't type in TheIDE (thanks for telling how) I wrote
some file handling.
Usage (read any encoding with BOM into UTF-8 string without BOM):

What is BOM?

Quote:
Now, that was the correct behaviour, at least what I'm used to (MS Word is quite good in Hebrew).
Problems arise when combining RTL with LTR, especially if you also insert "neutral" symbols like
!,.?

Yes, that is exactly the trouble I am afraid of...

Mirek