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Subject: Re: Building & using U++ without TheIDE  
Posted by [sergei](#) on Sat, 15 Sep 2007 20:16:03 GMT  
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BOM: [http://en.wikipedia.org/wiki/Byte\\_Order\\_Mark](http://en.wikipedia.org/wiki/Byte_Order_Mark)

I don't know what dynamic loading is, but your ToSystemCharset always kills non-currentcharset symbols due to CP\_ACP. The way I intended TSTR is to convert anything (either String or WString) to \_TCHAR. And if UNICODE is defined, \_TCHAR is WCHAR, and thus all symbols are preserved. Another problem is that ToSystemCharset always returns String, which is castable to char\*, and TSTR is castable to \_TCHAR - which would always be what Win32 functions expect.

Is UTF-8 correctly converted in String <-> WString conversions? And are other plane symbols also supported (symbols that take 4 bytes in UTF-16)?