Subject: Re: Building & using U++ without TheIDE
Posted by mirek on Mon, 17 Sep 2007 08:10:23 GMT

View Forum Message <> Reply to Message

cbpporter wrote on Mon, 17 September 2007 01:53Quote:The fundamental problem of UTF-8 encoded strings is that you cannot easily address individual characters. E.g. GUI editors use WString.
Is WString UTF-16 or UTF-32. If it is UTF-16 you still can't address individual characters outside the BMP.

UTF-16. Yes, you are right.

However, for any practical scenario, this is sufficient for now - and also the problem is that Win32 API is only 16-bit too (also, I have never seen any font with character outside BMP).

Mirek