
Subject: Re: Building & using U++ without TheIDE
Posted by [cbpporter](#) on Mon, 17 Sep 2007 08:53:41 GMT
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luzr wrote on Mon, 17 September 2007 10:10
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).

Well plane 2 is used for some rare Kanji. In normal circumstances this is not a problem, but U++ can't be used for special programs (that process historic asian texts for example).
