Subject: Re: Building & using U++ without TheIDE
Posted by tvanriper on Tue, 18 Sep 2007 00:35:58 GMT

Quote:
sergei wrote on Sat, 15 September 2007 15:22

Have 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.

luzr wrote on Sat, 15 September 2007 16:00

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

I have had quite a bit of experience with using UNICOWS, and can at least comment on its use, and perhaps offer an alternative idea.

It is, and it isn't an out-of-box solution. To use it, you have to link to a .lib file provided by Microsoft in a special way (it has to be the first library linked, then subsequent libraries can link... otherwise the system won't work). And you have to distribute a 'unicows.dll' (if I remember the name properly) with the application on Win9x-derived OSes (but you don't have to distribute it on non-Win9x-derived OSes). Otherwise, the application will call the Unicode versions of the Win32 API calls, and Mysteriously Bad Things Will Happen.

So, yeah, you could distribute applications with it 'out-of-the-box' in many cases, but for Win9x, you'd have to drop in that DLL. And... well I don't know Microsoft's position on the distribution of this library (or the .lib file, for that matter). I wouldn't think they'd have a problem, but who really knows? At the very least, it's kind of painful to set up.

All of this said, they aren't really doing anything that's terribly mysterious. I haven't looked over all the Win32 API calls you're making, but chances are you could probably do something like unicows.dll yourself by reproducing the wide versions of the function calls yourself, having them call the ANSI versions on 9x systems (doing the Unicode-to-ANSI conversions between the wide/narrow API calls), or pass-through to the Unicode versions on other systems.

Depending on the volume of code involved, this might not be so bad. Or, it could be a nightmare. I don't know... I haven't looked too deeply into Ultimate++'s inner-workings to see how much of the Win32 API you're using.