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Subject: Re: Building & using U++ without TheIDE  
Posted by [mirek](#) on Wed, 19 Sep 2007 08:45:45 GMT  
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sergei wrote on Wed, 19 September 2007 04:12

I'm not sure how you want to use dynamic dll loading. Change all `#ifdefs` into `if/elses`, and explicitly call W and A versions, to enable runtime switching between ANSI/Unicode?

Yes. With `.dli`, it is not as much trouble as it seems. In fact, you forced me to work on it right now

Quote:

UTFBOM: Skip BOM of UTF-8 / UTF-16 LE / UTF-16 BE files (not only UTF-8), and read ASCII/UTF-8 (if there's no BOM, it's considered ASCII) into `String`, UTF-16 LE/BE into `WString`. Convert UTF-8 `String` into UTF-8 / UTF-16 LE/BE with/without BOM. I guess it should be:

```
int FromFileCharset(const String& s, String* os, WString* ows);  
String ToFileCharset(const String& s, int bytes, bool BOM = true, bool LE = true);  
WString ToFileCharset(const WString& s, int bytes, bool BOM = true, bool LE = true);
```

(maybe should add ASCII -> UTF-8 conversion if there's no BOM, since chars > 127 could cause invalid UTF-8, being just system-charset chars)

I see. In fact you suggest something like `LoadUnicodeAny`, which detects the kind of file and loads UTF-8 or UTF-16LE or UTF-16BE.

Returning `WString` (it is easy to convert it to `String`).

Hm, perhaps there should be two variants after all to avoid unnecessary UTF-8 -> UTF-16 -> UTF-8 conversion...

Mirek