Subject: Re: 16 bits wchar
Posted by cbpporter on Wed, 03 Oct 2007 08:23:33 GMT
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I know about those functions but what I was looking for is something like String& Stream::ReadUtf8Line(). I don't want to read an arbitrary number of bytes and then convert them to an encoding after. This makes Unicode fell more like an afterthought than something supported by the library.

But I still need to analyze some of your methods and then I'll be ready to reimplement them for full support. WString or equivalent will still be 16bit, but it will also contain surrogate pairs. Most of the GUI code should not be affected by this, but more experiments are needed before I can be sure.