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Subject: Re: 16 bits wchar

Posted by [cbpporter](#) on Sun, 21 Oct 2007 21:46:46 GMT

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luzr wrote on Sun, 21 October 2007 20:19

Well, I now might sound stupid, but I got a little bit lost in regard what problem we are really trying to solve.

In fact, I have already asked in some of previous posts...

My suggestion back then was that perhaps, if we are about rigid Unicode processing, we should not error-escape at all.

Well, what might help me: Do you have any real world scenario that can be solved using your routines? Maybe considering it will tell us something about what we are trying to do.

Mirek

Well the my routines are meant to be used this way:

```
// obtain a possibly invalid Utf-8 in s
if (!CheckUtf8(s))
    s = ToUtf8EE(s);
// pass s to other methods handling only valid Utf-8
```

The routines are done and tested, I'll post them on Monday (I don't have them on my home computer, which brings up the problem of forum submitting. Can I zip you my whole file or something?). I'm not sure if this is what you wanted to know.

Not that I'm done with this you said that some Utf8 <-> Utf16 conversion could be useful for now. I can also do this on Monday, but I'm not sure what you want, because you already have such a conversion. Do you want me to update it to Unicode 5.0 or do you want me to create code which handles surrogate pairs. As for controls that don't handle these correctly, I could then make them compatible too. This is quite trivial for controls that don't edit their caption, and those that do are most derived from a base class, so it shouldn't be that hard.

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