
Subject: Re: 16 bits wchar

Posted by [cbporter](#) on Tue, 06 Nov 2007 12:31:30 GMT

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I've been a little busy the past days, so I didn't have time to benchmark stuff or do more optimizations. I attached my modified files, because I'm tired of copying and pasting so much code, making the thread hard to read.

I also looked over the RTL issue. I used the resources from [unicode.org](#), and mainly the "bidirectional algorithm". It is not that hard, but you have to split the text in paragraphs, then lines, then compute the direction based on control chars, create a dummy string and display it. If you add cursor movement, I think the issue is not that simple.

The question is how far do you want to go with RTL. The simplest solution is to just add a right click option to editable texts or to check the first character of a string to make sure that it is not a RTL mark. Or you could implement the full algorithm. And also, these control characters must be excluded from searches and other string comparison operations.

File Attachments

1) [CharSet.zip](#), downloaded 551 times
