
Subject: Re: 16 bits wchar

Posted by [cbpporter](#) 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, than 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 exclude from searches and other string comparison operations.

File Attachments

1) [CharSet.zip](#), downloaded 507 times
