
Subject: Re: Unicode input in Windows (not IME)
Posted by [mirek](#) on Sat, 31 May 2008 16:01:49 GMT
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scorpionfirevn wrote on Fri, 23 May 2008 04:47Hi,

In linux unicode input for U++ works well, but in windows i cannot input with unicode, because i use a vietnamese input soft. This soft use keyboard hook API to input vietnamese characters. If you want to input unicode like that way you can patch some code like here:

File: Win32Wnd.cpp, Function: sProcessMSG(MSG& msg)

Old code:

Quote:DispatchMessage(&msg);

New code:

Quote:if(IsWindowUnicode(msg.hwnd))

DispatchMessageW(&msg);

else

DispatchMessage(&msg);

File: Win32Wnd.cpp, Function: sProcessMSG(MSG& msg)

Old code:

Quote:if(PeekMessage(&msg, NULL, 0, 0, PM_REMOVE))

{

//.... something here

}

New Code:

Quote:bool succeed = IsWindowUnicode(msg.hwnd)==true?PeekMessageW(&msg, NULL, 0, 0, PM_REMOVE):PeekMessage(&msg, NULL, 0, 0, PM_REMOVE);

if(succeed) {

//.... something here

}

It is like this picture:

Thanks. I am afraid the second change does not make sense (you do not know whether window is unicode when calling PeekMessage), so I have rather replaced all PeekMessage with

static bool PeekMsg(MSG& msg)

{

if(!PeekMessage(&msg, NULL, 0, 0, PM_NOREMOVE)) return false;

return IsWindowUnicode(msg.hwnd) ? PeekMessageW(&msg, NULL, 0, 0, PM_REMOVE)
: PeekMessage(&msg, NULL, 0, 0, PM_REMOVE);

}

Mirek
