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Subject: Re: 16 bits wchar

Posted by [cbpporter](#) on Fri, 04 Jul 2008 15:12:41 GMT

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Sorry to revive this old topic, but I can no longer avoid this issue.

Up until now, I was able to avoid it by making features that would get such input data more hard to access and by the very low incidence of such data.

But now I have full JIS support up in the front, and this means over 300 nice little characters that need to be supported. I don't care for any characters outside of JIS.

The first thing I'm going to need is that such characters are displayed as one little box, not four as the current output handles it.

I'll try to reread the Unicode 5.0 standard this weekend and decide how to deal with these issues. I'll try to come up with something that will benefit U++ generally, not just some kind of a function that simply outputs the text to a ViewDraw or something. If I come up with something maybe we can apply it to each component one at a time. Anyway, it's going to be post release.

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