Subject: Re: 16 bits wchar
Posted by mirek on Mon, 04 Aug 2008 13:07:37 GMT

Well, is my understanding correct that your method leads to non-BMP support in UTF-8/String and non-BMP support in WString via surrogate pairs?

First is fine and very good achievement (except that we still have font issue in X11).

Second (WString) is still a bit problematic - WString should be the means of manipulating unicode texts on per-character basis (e.g. in editor).

This is really unhappy situation I am still very undecided whether to introduce LString or make wchar 32-bit (and convert everything in Win32 + have modest performance impact on everything).

Mirek