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Subject: Re: 16 bits wchar

Posted by [mirek](#) on Mon, 04 Aug 2008 22:03:11 GMT

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[quote title=cbpporter wrote on Mon, 04 August 2008 16:47]

Well there is nothing better than Unicode AFAIK. It may seem sometimes like there is too much fuss with it, but if you are in my place and have to deal with other legacy encodings, you would have to deal with EUC, EUC-JP, ShiftJIS, JIS and a couple of ISOs, where a lot of these encoding don't guarantee round-trip conversion, and you'll see that Unicode is a true blessing. Great that I have iConv to ease the burden a little.

And BTW, Unicode forbids the use of the reserved or unassigned code points for any use .  
[/code]

I obviously do not understand the depth of the problem, anyway:

One code-point corresponds, at the end of process, to one font glyph. Is that correct?

Meanwhile, it can be made of several unicode words/dword. Correct?

If yes, how much codepoints we need in \*existing fonts\*?

If we can fit all possible font glyphs into 64KB codepoints, problem is solved. Of course, we would need some more conversion routines between our "UnicodeEx" and the "real Unicode"...

Mirek

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