
Subject: Re: 16 bits wchar
Posted by [cbpporter](#) on Fri, 08 Aug 2008 13:47:04 GMT
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luzr wrote on Fri, 08 August 2008 16:32
No surprise, FontInfo only supports BMP.

Other than that, the rest of your message indicates what a mess all this is

Well I'm pretty sure that I fixed it to work outside of BMP, but not to handle plane based fallback fonts.

Quote:

Oh well, I think we will have to start with wchar -> int.... That will solve quite a lot problems (I bet QTF will start working etc...). Besides, int based WString can be quite useful outside text handling too

Sure, that would be good for start. Even better would be to abstract away such details by using some kind of a string iterator class. Most processing is done by *s++ and similar constructs, and these can be emulated by fast and convenient iterators, which all return 32 bit results when used both with String and WString (and DString, and...).

And for me personally, using 32 bits is pretty much out of the question for production code, because I have very strict RAM needs and I may be forced to replace String and WString with wchar[3] (not null terminated) for most of my database. I hope it doesn't come to this because that would be a terrible mess...