
Subject: Re: 16 bits wchar

Posted by [cbpporter](#) on Fri, 08 Aug 2008 23:45:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is a little demo of my effort thus far. Nothing too fancy, just a windows with and EditField. Keyboard navigation, editing, selecting work great and it no longer looks like crap even though I'm using two different fonts for rendering. Probably if you use all the keyboard shortcuts it may be possible to mess the cursor position up, since I didn't investigate all shortcuts, and mouse selection is not fixed yet.

The predefined text consists of SIP, BMP, BMP, space, Latin, Space, SIP, space, Latin, BMP, space, SIP. You will need to download HAN NOM A and HAN NOM B, and set up HAN NOM B as the plane 2 fallback font. Maybe in the future we can do a little guess work, and if a font can print a character from a given plane and a registry setting for that plane is missing, we could still use it as a fallback only in U++.

You can find instructions here: here.

Internet Explorer setting are not necessary.

edit: link was missing.

File Attachments

1) [TestCJK.rar](#), downloaded 402 times
