Subject: Re: WinAPI UNICODE question
Posted by mirek on Sun, 16 Nov 2008 18:03:54 GMT

cbpporter wrote on Sun, 16 November 2008 06:08PS: Could I interest you in a couple of small changes that would leave Core compatible with both current code base and what I'm trying to achieve?

I'll use the first one as an example: in Defs.h, line 227,
typedef WCHAR   wchar;
should be
typedef wchar_t   wchar;
Actually this is what WCHAR does, so there should be absolutely no issues. Yet at this early stage, windows.h is not needed, so it would be IMO better to not rely on it.

We need(ed) wchar to be compatible with win32 API. Using WCHAR in typedef is IMO safer way how to achieve it.

Mirek