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Subject: Re: WinAPI UNICODE question  
Posted by [mirek](#) on Sun, 23 Nov 2008 14:49:28 GMT  
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I keed my eye on this effort, but I am neither optimisitic or enthusiastic.

Been there, tried that. In the end, the main problem is that you are still on host platform a need to do platform specific stuff here and there. Means, among other things, you cannot afford name clashes with both X11 and Win32 API.

Given this, including platform API headers is maybe a little bit unelegant, but the most straightforward solution. The only real disadvantage I can see is longer build time.

Mirek

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