Recently I`ve came to need of U++ ability to encode bytes into different encodings. Actually, to ANY current encoding available (these bytes could be text in ANY language and ANY encoding). As fas as I know U++ supports widening it`s internal supported encodings list thus supporting rather limited set of encodings by default.

So if I understand situation correctly adding more encodings into U++ would be handy. I hope to spend some time to make a kind of parser which will take iconv sources' tables and convert them into native U++ format. Does it make sense?