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Subject: Re: Making support for code pages unlimited  
Posted by [mirek](#) on Thu, 24 Sep 2009 08:35:37 GMT  
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I am sorry I did not have to look into crashing tables more, now I did.

The problem with these crashes was mostly artificial, there were additional check to debug problems in tables:

- check that none of characters in the table is <128 (problem in ARMSCII\_8)
- check that there are no duplicates (CP1161).

After removing the check, everything seems to be OK now.

As for multibyte character sets....

There is sort of problem, because some of `charset.h` expect single character.

So I guess all we can do is some sort of hook into 'whole string' functions that gets extended/reimplemented in "MBCS" package.

Maybe something like:

```
void RegisterMBCS(byte charset,  
                  WString (*tounicode)(const char *s, int len),  
                  String (*fromunicode)(const wchar *s, int len));
```

or maybe rather

```
void RegisterMBCS(byte charset,  
                  WString (*tounicode)(const char *s, int len, int charset),  
                  String (*fromunicode)(const wchar *s, int len, int charset));
```

or even

```
void RegisterMBCS(byte charset, void *param,  
                  WString (*tounicode)(const char *s, int len, void *param),  
                  String (*fromunicode)(const wchar *s, int len, void *param));
```

Mirek

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