Subject: Re: Rainbow, first iteration
Posted by mirek on Thu, 21 Jul 2011 09:28:04 GMT

View Forum Message <> Reply to Message

daveremba wrote on Wed, 20 July 2011 18:37
I didn't see UTF-16/unicode support in UPP. Is that
something planned to be added?

Dave

Well, perhaps it is because U++ is completely UTF-16 based?

For compatibility reason, you can set 8-bit encoding on app-wide basis, but recommended default
there is UTF-8.

In any case, all fontmetrics info is UTF-16 and the basic Draw::DrawTextOp method expects
UTF-16...