Subject: Do you need a read character literal in CParser?
Posted by cbpporter on Fri, 05 Jun 2015 08:50:55 GMT
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I am using one in my code. If you need it, I could clean it up and make it full featured. Right now it is a bit bare bones and not necessarily pretty:

```
uint32 Parser::ReadChar() {
 if (term[0] != '\'')
  return -1;
 if (term[1] == '\\') {
  term += 2;
  uint32 c = -1;
  if (*term == 't') {
   c = '\t';
   term += 1;
  }
  else if (*term == 'n') {
   c = '\n';
   term += 1;
  }
  else if (*term == 'r') {
   c = '\r';
   term += 1;
  }
  else if (*term == 'u') {
   term += 1;
   c = 0;
   for(int i = 0; i < 6; i++) {
    uint32 cc = ctoi(*term);
    if(cc < 0 || cc >= 16)
     return -1;
    c = 16 * c + cc;
    term++;
   }
  }
  else
   return -1;
  if (*term != '\'')
   return -1;
  term += 1;
  Spaces();
  return c;
 }
 else {
  term += 1;
  uint32 c = (byte)*term;
```

```
  if (c == 0)
   return -1;
  if (c < 0x80)
   term += 1;
  else if (c < 0xC0)
   return -1;
  else if (c < 0xE0) {
   c = ((c - 0xC0) << 6) + (byte)term[1] - 0x80;
   term += 2;
  }
  else if (c < 0xF0) {
   c = ((c - 0xE0) << 12) + (((byte)term[1] - 0x80) << 6) + (byte)term[2] - 0x80;
   term += 3;
  }
  if (*term != '\'')
   return -1;
  term += 1;
  Spaces();
  return c;
 }
}
```