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Subject: Re: Choosing the best way to go full UNICODE  
Posted by [cbpporter](#) on Wed, 31 May 2017 11:12:14 GMT  
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Well since in that example you want to use some new form of storage and not just a DString, this is more of an implementation detail and not a public API.

I was discussing public API, not LineEdit implementation detail.

I want the parts that are publicly visible from U++ and often used to no longer be a decade behind on Unicode.

As for the LineEdit, there are multiple solutions. I'm pretty sure one can make that work with Utf8 with 1-4 code unit string, but it is a bit more complicated. The only complication is of course getting and changing the cursor for insertion, right? And related to that, but on a side note, my String, when doing find, insert and other such operations, does have multiple variants. You can insert in the middle both a byte like 32 for space or my "Char", which is a DWord, so inserting

everything, code points and code units. You can insert into the middle of a Utf8 string a Utf8/16/32 string, with on the fly conversion, and it helps if the Insert returns the end point of the insertion. You already know the beginning.

For LineEdit, DString, Vector<int> or some multi-byte string would all work I think. It comes down to what one is willing to implement.

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