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Subject: Re: Choosing the best way to go full UNICODE

Posted by [mirek](#) on Wed, 31 May 2017 11:20:51 GMT

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cbpporter wrote on Wed, 31 May 2017 13:12 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.

But that is just one use of that class. This situation repeats (basically everywhere there is a defined 'position', so requires a tool to handle it. So I am pretty sure it is a useful public api. More useful than WString.

Quote:

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.

I guess we have started with (your correct) argument that DString or Vector<int> are not enough, because we edit characters, not codepoints...

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