
Subject: Re: Choosing the best way to go full UNICODE
Posted by [cbpporter](#) on Mon, 12 Jun 2017 08:21:40 GMT

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If you use an up to date UnicodeData or the one I uploaded and you go through the entire file, you should have 100% coverage of all 120k Unicode codepoints. But do take care to cover the gaps.

I was thinking about calling compress too, but I'm not sure. That's why I came up with the table scheme. Even if I manage to massively compress it, I don't want three planes of Unicode eating up a ton of RAM with a "dumb" decompressed massive memory layout.
