
Subject: Re: Choosing the best way to go full UNICODE
Posted by [cbpporter](#) on Wed, 14 Jun 2017 21:19:17 GMT
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I hope the NDF algorithm chapter on unicode.org covers that: the hows and whys.

The whole thing is pretty crazy though. I'll have excellent Unicode support eventually, but there is no way to get it under 100k data.

But I did experiment with Zlib, and all the tables can be squashed down a ton. Except the case table, which only goes down to 50%. The only problem is that I don't have any Zlib support in the my library yet. Plus, I would like to add conditional compilation.

You inspired me with the plugin system. I would like uncompressed data if the z plugin is absent, otherwise automatic compression. I tested that the exe size growth due to zlib is outweighed by the table compression. Deflate is pretty small.
