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Subject: Re: Unicode support is now pretty seamless, right?

Posted by [xrysf03](#) on Wed, 19 Dec 2018 10:21:59 GMT

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Allright, thanks for the respose...

For a start, I'll try to get by with my "ignorant autopilot engaged" (just use the `Upp::String`) and I will ask futher questions if I face some stumbling blocks down the road (external Unicode API's to work with).

Frank

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