Subject: Re: Will UPP support full UNICODE (21bits long codepoint)?
Posted by mirek on Sat, 15 Aug 2020 10:44:46 GMT

Oblivion wrote on Sat, 15 August 2020 12:15Ah yes, I was thinking about the graphical width (in units),sorry.

But don't we still need to detect base char + combining char(s), which will eventually require tables to be a fast operation? (also for decomposition?).

Very likely yes, to implement GetGraphemeLength. But I am not at the moment sure whether combining characters are the only source of multi-codepoint graphemes.

Mirek