
Subject: Re: WString vs Grapheme Cluster idea (with possible flaw)

Posted by [Didier](#) on Tue, 25 May 2021 17:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek,

I don't master all these character support problems but one thing that comes to my mind when I read you're proposition is:

With 300 000 graphemes in a table ==> you get 1.2 MB of used RAM : no problem
With 4 000 000 000 graphemes in a table ==> you get 12 GB of used RAM : this will be a problem before you run out of virtual characters

But I may misunderstand what you propose
