Subject: Re: WString vs Grapheme Cluster idea (with possible flaw)
Posted by Didier on Wed, 26 May 2021 08:52:44 GMT
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Well it really depends on how this is done.

One thing is for sure, all 4 000 000 000 graphemes won't be used at the same time
If we look at how virtual memory is managed, it's just about the same: we have a huge virtual
memory but use only a tiny bit of it.
I don't know if it's feasable for graphemes since this has to be performant and we still would have
the indirection table to manage which could be the killer

Why not use UTF32 ? sounds like the same (from my very far and poor UTF knowledge)