Subject: Re: WString vs Grapheme Cluster idea (with possible flaw)
Posted by mirek on Wed, 26 May 2021 09:27:08 GMT

Didier wrote on Wed, 26 May 2021 10:52Well 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

I think it would indeed work in most of cases. But those remaining ones probably make it unfeasible...

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

Single grapheme can contain multiple unicode codepoints (that is, multiple UTF32 "characters"), yet we need to treat it as single character in most of scenarios. UTF32 is incomplete solution.

Mirek