
Subject: IME improved support

Posted by [mirek](#) on Sat, 26 Feb 2022 17:41:16 GMT

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U++ now supports IME (text input for 'complicated' languages like chinese) more correctly, on all 3 platforms:

For the support, there are some new methods in Ctrl interface:

```
virtual Point GetPreedit();
```

Should return the position of top left point of insertion point (or Null if widget does not need IME).

```
virtual Font GetPreeditFont();
```

Should return the font to be used for displaying partial input (it looks good if it matches the current font of text).

```
static void CancelPreedit();
```

Client code can call to "abort" the input - e.g. when user moves the cursor by the mouse click.

```
void CancelMyPreedit() { if(HasFocus()) CancelPreedit(); }
```

Similar, with focus test...

File Attachments

1) [ime_mac.jpg](#), downloaded 591 times
