

---

Subject: Gearing up for 2022.1 release...

Posted by [mirek](#) on Thu, 03 Mar 2022 08:29:49 GMT

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

---

IME support took longer than expected, but with that done, I think it is time for another release.

Current list of major changes:

- sizeof(wchar) is changed to 4 (32 bits) to support non BMP unicode characters

This might bring some incompatibilities in the code that expects wchar to be 16 bit, which especially involves dealing with Win32 (and to lesser extend MacOS) APIs, so if your application

is doing that, please check all instances of WCHAR (UniChar on MacOS) or even wchar especially type casts.

To support host APIs, char16 is introduced (but there is no 16-bit String varian).

Use ToSystemCharsetW, FromSystemCharsetW to convert texts to Win32 API.

- Support of drawing non-BMP characters in GUI
- Vastly improved character font replacement code (when drawing characters missing with requested font, replacement font is used)
- Last instances of Win32 ANSI calls (those ending with A) are removed
- UTF handling routines are refactored and their's naming is unified
- RTF is now being able to handle non-BMP characters (RTF is used as clipboard format for RichText)
- Improved input method (aka preedit in Linux, aka marked text in MacOS) support

Other minor changes:

- fixed TryRealloc issue
- improved MemoryCheck
- Removed MemoryAlloc48/MemoryFree48
- In theide Background parsing should less often cause delays in the main thread

Win32 release:

- updated clang to actual version (llvm14)
- zlib updated to 1.2.12
- openssl updated to 1.1.1n
- jpeg updated to 9e

If you have any issue to fix before the release, please post it here.

---