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Subject: Re: 16 bits wchar

Posted by [mirek](#) on Mon, 05 Feb 2007 22:07:12 GMT

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riri wrote on Mon, 05 February 2007 11:19Hi all!

That makes now a long time I didn't post to this forum

Just a metaphysic (and maybe ridiculous) question: I saw WString uses 16 bits integers as internal character values; is it suitable for any language, as all Unicode code points can't be represented in 65535 values ?

```
#ifdef PLATFORM_WINCE
typedef WCHAR      wchar;
#else
typedef word       wchar;
#endif
```

Again, it can be a stupid question, but if I well understood, internal strings representation is in Unicode format, no?

Well, the main problem is that Win32 GDI output works with 16-bit characters -> wchar better be 16-bit.

Other than that, yes, it works in most cases. UNICODE characters >65536 are quite special (like Tolkien's alphabet) and not supported by any fonts.

Mirek

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