Subject: 2022.1rc2
Posted by mirek on Thu, 14 Apr 2022 14:09:23 GMT

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Second try:

https://sourceforge.net/projects/upp/files/upp/2022.1rc2/

- 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
  escpecially 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
- ConvertFloat and EditFloat to handle float vs double precision differences

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

Subject: Re: 2022.1rc2
Posted by Tom1 on Mon, 18 Apr 2022 10:14:43 GMT

Hi Mirek,

It all looks good after initial testing here.

(I'm not sure, but on the installation banner the copyright year might have been 2021... but in the about dialog it surely is 2022.)

Thanks and best regards,

Tom