Subject: about unicode supporting
Posted by Satervalley on Thu, 01 Dec 2022 14:38:00 GMT
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I'm working on a app with upp under windows,as I want an "unicode built"(use -DUNICODE with clang or /D UNICODE with vc), but both have compiling error(upp core or ctrlcore packages), says that calling some wchar version function(xxxW()) with parameter of char *. I try UWord example, same error messages. how can I create an "unicode built" of my app?

Subject: Re: about unicode supporting
Posted by zsolt on Fri, 02 Dec 2022 19:55:44 GMT
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U++ uses Unicode inside without any extra setting.
I'm using utf-8 in all off my sources and translation files and it works pretty well.

Subject: Re: about unicode supporting
Posted by mirek on Sat, 03 Dec 2022 14:44:20 GMT
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Satervalley wrote on Thu, 01 December 2022 15:38I'm working on a app with upp under windows,as I want an "unicode built"(use -DUNICODE with clang or /D UNICODE with vc), but both have compiling error(upp core or ctrlcore packages), says that calling some wchar version function(xxxW()) with parameter of char *. I try UWord example, same error messages. how can I create an "unicode built" of my app?

Technical/Win32 explanation: U++ is built without /D UNICODE, but when communicating with Win32, it is using "W" variants of functions.

Subject: Re: about unicode supporting
Posted by Satervalley on Wed, 07 Dec 2022 01:45:12 GMT
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thanks 4 replying. In fact, I'm confused on UPP's unicode handling, there's seems some

String and WString(that's good), but GetText() only return WString.

Subject: Re: about unicode supporting
Posted by zsolt on Wed, 07 Dec 2022 08:37:46 GMT
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Basically I use UTF-8 everywhere in my sources, and convert, if needed. This is the most convenient way, as it is the most portable encoding between platforms and libraries I use. In EditFields I use only SetData()/GetData() interface, as it stores Value and convert when needed. This is quite useful, I think.

Subject: Re: about unicode supporting
Posted by mirek on Wed, 07 Dec 2022 16:32:59 GMT
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Satervalley wrote on Wed, 07 December 2022 02:45thanks 4 replying. In fact, I'm confused on UPP's unicode handling, there's seems some inconsistent. 4 instance,

that's not unicode friendly, ioh EditField ctrl SetText() accepts both String and WString(that's good), but GetText() only return WString.

The idea is to prefer UTF-8 everywhere. Sometimes, some methods are better returning WString - e.g. as internal representation in EditField is WString, it is easier to have GetText returning this internal WString directly, without converting it into utf-8.

If function/method accepts const char * or String, it is usually UTF-8 (there are some exception, e.g. String is often used with binary data).

And, BTW, Unicode support at this moment is not perfect, but is has nothing to do with this (we are yet missing some advanced typography features like combination characters needed to support languages like bengali, also RTL support is missing - all this is planed)
