Subject: CJK support
Posted by Anonymous on Wed, 23 Aug 2006 15:03:19 GMT
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luzr wrote on Wed, 23 August 2006 06:08P.S.: Looking at the image you posted

- looks like U++ is able to support chinesse in the end

- you are using 605 version ("stable"). There are many improvements in current "dev" version, maybe you could try it in parallel.

Mirek

yes,as you have seen,display chinese is ok with setting:"SetDefaultCharset(CHARSET_UTF8);" TheIDE do has some thing not compatible with Chinese,include file choser and following attatch:

File Attachments

1) chn.PNG, downloaded 2446 times

```
App::App()
{
	//a.SetLabel("生灵");
	//b.SetLabel("上线");
	//c.SetLabel("不错");
	//d.SetLabel("点赞");
	h.Horz(a, b);
	//v << c<< b << d;
	//v.Vert();
	Add(h.SizePos());
	h.SetPos(2000,0);
	h.SetFrame(ThinInsetFrame());
	Sizeable().Zoomable();
	Maximize();
	Title("Netpath");
	//d <<= callback(this, &App::Toggle);
	AddFrame(menu);
	AddFrame(TopSeparatorFrame());
	AddFrame(toolbar);
	AddFrame(statusbar);
	numbers_enabled = false;
	menu.Set(THISBACK(MainBar));
	toolbar.Set(THISBACK(MainTool));
}


GUI_APP_MAIN
{
	SetDefaultCharset(CHARSET_UTF8);

	App().Run();
}
```

Subject: Re: Where can I store 32 bit data
Posted by mirek on Wed, 23 Aug 2006 17:52:58 GMT
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As for problems with chinesse glyphs in TheIDE - well, what is the situation with "monospace" fonts for glyphs?

TheIDE's LineEdit expecpects characters to be monospace and fit within monospace "cells".

Alternatively, perhaps you could post me some text in utf-8 chinesse and perhaps the font you are using for it. (I know nothing about chinesse and I do not in fact have any method how to try to enter chinesse glyphs in TheIDE

Mirek

Subject: Re: Where can I store 32 bit data
Posted by Anonymous on Thu, 24 Aug 2006 00:10:24 GMT
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luzr wrote on Wed, 23 August 2006 13:52As for problems with chinesse glyphs in TheIDE - well, what is the situation with "monospace" fonts for glyphs?

TheIDE's LineEdit expecpects characters to be monospace and fit within monospace "cells".

Alternatively, perhaps you could post me some text in utf-8 chinesse and perhaps the font you are using for it. (I know nothing about chinesse and I do not in fact have any method how to try to enter chinesse glyphs in TheIDE

Mirek

well,in SQLite3,the default encoding is also UTF8,so if we have Chinese in the opening file path,we will fall to open the database,it says:"can't find the database file".that is same for U++,normally we use GB3212 or GBK encoding(same). there some code shows how to pefer the converting.

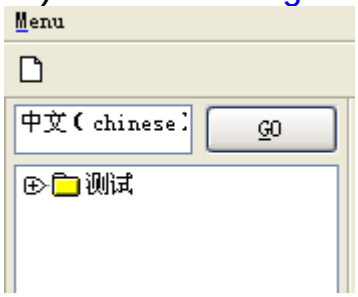
btw:one Chinese charater need two byte space

File Attachments
1) chn-convert.zip, downloaded 2365 times

Subject: Re: Where can I store 32 bit data
Posted by Anonymous on Thu, 24 Aug 2006 00:41:31 GMT
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Edit String can support Chinese input

File Attachments
1) EditString.PNG, downloaded 3730 times



Subject: Re: Where can I store 32 bit data
Posted by mirek on Thu, 24 Aug 2006 03:52:51 GMT
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Do I understand well that GBK is the encoding of your filesystem in the "ASCII" mode?

Mirek

Subject: Re: Where can I store 32 bit data
Posted by Anonymous on Thu, 24 Aug 2006 04:11:44 GMT
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luzr wrote on Wed, 23 August 2006 23:52Do I understand well that GBK is the encoding of your filesystem in the "ASCII" mode?

Mirek

yes,you get it,multibye with 8th bit of some byte set to 1,
btw,where can I down the GridCtrl?

Subject: Re: Where can I store 32 bit data
Posted by mirek on Thu, 24 Aug 2006 16:43:44 GMT
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I was investigating a little...

Seems like GBK is extension to GB2312 and it is code page 936 in Win... Right?

Is there some _simple_ way how to perform conversion without using Win32 API (because of linux...)? I do not like the idea adding big conversion table... Alternatively, is there some way how to do that in Linux?

Mirek

Subject: Re: Where can I store 32 bit data
Posted by mirek on Thu, 24 Aug 2006 16:57:14 GMT
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I have found this info:

Quote:
What Big5 encodes are particular graphical representations of characters or part of characters that happen to fit in the space taken by two monospaced ASCII characters.

Does it mean that "monospaced" glyphs in chinesse occupy two character cells?

That would be hell to implement in TheIDE Perhaps I will have to find some alternate method (smaller font for chinesse chars perhaps, to fit into cell).

Mirek

Subject: Re: Where can I store 32 bit data
Posted by Anonymous on Fri, 25 Aug 2006 03:34:38 GMT
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luzr wrote on Thu, 24 August 2006 12:57I have found this info:

Quote:
What Big5 encodes are particular graphical representations of characters or part of characters that happen to fit in the space taken by two monospaced ASCII characters.

Does it mean that "monospaced" glyphs in chinesse occupy two character cells?

That would be hell to implement in TheIDE Perhaps I will have to find some alternate method (smaller font for chinesse chars perhaps, to fit into cell).

Mirek

That's right,BIG5,GB2312,GBK,maybe Japanese and Korea are in the same situation.I don't think it's a hell,you know,stringEdit can display input Chinese correctlly,that means,U++ have the potential ability to deal with the East character. smaller font will make it look strange.

Subject: Re: Where can I store 32 bit data
Posted by mirek on Fri, 25 Aug 2006 06:43:29 GMT
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Well, the trouble is that LineEdit expects strictly monospaced font - all characters having the same width. All the code around LineEdit is based on this axiom...

Sure, for proportional editors, this is little problem.

Anyway, please send me some small UTF-8 encoded file with chinesse glyphs to play with...

Mirek

Subject: Re: Where can I store 32 bit data
Posted by Anonymous on Fri, 25 Aug 2006 14:40:07 GMT
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luzr wrote on Fri, 25 August 2006 02:43
Anyway, please send me some small UTF-8 encoded file with chinesse glyphs to play with...

Mirek
OK,I don't know if this right what you want,I copy some chinese character to notpad save as UTF-8.

File Attachments
1) UTF-8_ENCODE.txt, downloaded 1276 times

Subject: Re: Where can I store 32 bit data
Posted by mirek on Sun, 27 Aug 2006 18:15:36 GMT
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Thanks, that is exactly I need

BTW, what is the unicode range for those "double-mono" spaced characters? (In other words, range for chinesse glyphs..)

Another question: Is GBK needed in Linux too? Or they are wisely UTF-8 now?

Mirek

Subject: Re: Where can I store 32 bit data
Posted by Anonymous on Mon, 28 Aug 2006 00:14:57 GMT
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luzr wrote on Sun, 27 August 2006 14:15Thanks, that is exactly I need

BTW, what is the unicode range for those "double-mono" spaced characters? (In other words, range for chinesse glyphs..)

Another question: Is GBK needed in Linux too? Or they are wisely UTF-8 now?

Mirek
Sorry,I don't know it so detail,but maybe this can help:
http://www.unicode.org/charts/PDF/U4E00.pdf
http://www.unicode.org/charts/
http://www.unicode.org/charts/unihan.html
http://sourceforge.net/projects/fontmanager
http://sourceforge.net/projects/cce2k

normally,youcan deal with CJK at the same way

Subject: Re: Where can I store 32 bit data
Posted by mirek on Mon, 28 Aug 2006 14:15:07 GMT
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Another interesting aspect - it looks like ideograms are in fact "monospaced" - is this observation correct? Or most of them?

That would be great as I could save a lot of memory for character width storage

Mirek

Subject: Re: Where can I store 32 bit data
Posted by Anonymous on Mon, 28 Aug 2006 14:55:00 GMT
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luzr wrote on Mon, 28 August 2006 10:15Another interesting aspect - it looks like ideograms are in fact "monospaced" - is this observation correct? Or most of them?

That would be great as I could save a lot of memory for character width storage

Mirek
yes,this is correct,for for CJK,using serveral bytes(normally 2)to index the ideograms,the ideograms is monospaced.such as 16*16 etc.

size.

File Attachments

1) songti.PNG, downloaded 3449 times

Subject: One more on FontSelect
Posted by Anonymous on Thu, 31 Aug 2006 00:32:39 GMT
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FontSelector can't display the font name in Chinese:

that fix should be easy by Mirek

File Attachments

1) FontSelelect.PNG, downloaded 3389 times

