
Subject: Unicode input in Windows (not IME)

Posted by [scorpionfirevn](#) on Fri, 23 May 2008 08:47:57 GMT

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Hi,

In linux unicode input for U++ works well, but in windows i cannot input with unicode, because i use a vietnamese input soft. This soft use keyboard hook API to input vietnamese characters. If you want to input unicode like that way you can patch some code like here:

File: Win32Wnd.cpp, Function: sProcessMSG(MSG& msg)

Old code:

```
Quote:DispatchMessage(&msg);
```

New code:

```
Quote:if(IsWindowUnicode(msg.hwnd))
```

```
DispatchMessageW(&msg);
```

```
else
```

```
DispatchMessage(&msg);
```

File: Win32Wnd.cpp, Function: sProcessMSG(MSG& msg)

Old code:

```
Quote:if(PeekMessage(&msg, NULL, 0, 0, PM_REMOVE))
```

```
{
```

```
    //.... something here
```

```
}
```

New Code:

```
Quote:bool succeed = IsWindowUnicode(msg.hwnd)==true?PeekMessageW(&msg, NULL, 0, 0, PM_REMOVE):PeekMessage(&msg, NULL, 0, 0, PM_REMOVE);
```

```
if(succeed) {
```

```
    //.... something here
```

```
}
```

It is like this picture:

File Attachments

1) [desk.JPG](#), downloaded 1183 times

- Qt
- CtrlLib
- RichEdit
- CtrlCore
- RichText
- PdfDraw
- Draw
- plugin\bmp
- Core
- plugin\z
- plugin\png

- Core
 - CtrlCore.h
 - Win32Keys.i
 - X11Keys.i
 - MKeys.h
 - Frame.cpp
 - Ctrl.cpp
 - CtrlChild.cpp
 - CtrlPos.cpp
 - CtrlDraw.cpp
 - CtrlMouse.cpp
 - CtrlKbd.cpp
 - CtrlTimer.cpp
 - CtrlClip.cpp
 - LocalLoop.cpp
 - CtrlCore.icpp
 - Ctrl.iml
 - CtrlCore.t
- TopWindow
 - TopWindow.h
 - TopWindow.cpp
 - lay.h
 - lay.h
- Win32
 - MultiMon.dli
 - Win32Wnd.cpp
 - Win32Clip.cpp
 - Win32DnD.cpp
 - Win32Proc.cpp
 - TopWin32.cpp
 - DHCtrl.cpp
 - Win32Msg.i
- X11
 - X11Wnd.cpp
 - X11Proc.cpp
 - TopWinX11.cpp
 - X11Clip.cpp
 - X11DnD.cpp
 - X11ImgClip.cpp
 - X11App.cpp
 - X11DHCtrl.cpp
 - X11Event.i
- Info
 - src.tpp
 - srcdoc.tpp

```
static void sProcessMSG (MSG& msg)
{
    if(msg.message != WM_SYSKEYDOWN && msg.message != WM_SYSKEYUP
    || PassWindowsKey((dword)msg.wParam) || msg.wParam == VK_MENU)
        TranslateMessage(&msg); // 04/09/07: TRC fix to make barcode
    if(IsWindowUnicode(msg.hwnd))
        DispatchMessageW(&msg);
    else
        DispatchMessage(&msg);
}

bool Ctrl::IsWaitingEvent ()
{
    MSG msg;
    return ::PeekMessage (&msg, NULL, 0, 0, PM_NOREMOVE);
}

bool Ctrl::ProcessEvent (bool *quit)
{
    if(EndSession())
        return false;
    if(!GetMouseLeft() && !GetMouseRight() && !GetMouseMiddle())
        ReleaseCtrlCapture();
    MSG msg;

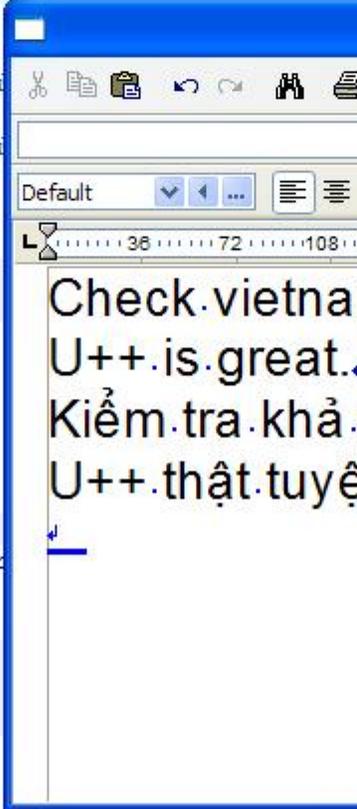
    bool succeed = IsWindowUnicode(msg.hwnd) == true?PeekMessageW (&msg
    if(succeed) {
        if(msg.message == WM_QUIT && quit)
            *quit = true;
        //LLOG(GetSysTime() << " * " << (uns
        sProcessMSG(msg);
        //LLOG(GetSysTime() << " * " << (uns
        DefferedFocusSync();
        SyncCaret();
        return true;
    }
    return false;
}

void SweepMkImageCache ();

bool Ctrl::ProcessEvents (bool *quit)
{
    if(ProcessEvent (quit)) {
        while (ProcessEvent (quit) && (!LoopCtr
            SweepMkImageCache ();
        return true;
    }
    SweepMkImageCache ();
    return false;
}

void Ctrl::EventLoop (Ctrl *ctrl)
{

```



Subject: Re: Unicode input in Windows (not IME)
Posted by [mirek](#) on Sat, 31 May 2008 16:01:49 GMT
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scorpionfirevn wrote on Fri, 23 May 2008 04:47Hi,

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if(succeed) {
```

```
    //.... something here
```

```
}
```

It is like this picture:

Thanks. I am afraid the second change does not make sense (you do not know whether window is unicode when calling PeekMessage), so I have rather replaced all PeekMessage with

```
static bool PeekMsg(MSG& msg)
```

```
{
```

```
    if(!PeekMessage(&msg, NULL, 0, 0, PM_NOREMOVE)) return false;
```

```
    return IsWindowUnicode(msg.hwnd) ? PeekMessageW(&msg, NULL, 0, 0, PM_REMOVE)  
        : PeekMessage(&msg, NULL, 0, 0, PM_REMOVE);
```

```
}
```

Mirek
