
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 1018 times

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
