
Subject: asxml...or like I would like to keep encoding...
Posted by [aftershock](#) on Sun, 12 Dec 2010 09:44:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

I use XmlNode to build an XML tree and AsXml to convert it into text.

The text nodes can be encoded in different 8bit charaterset sets .

How can I achieve so that that the character sets are kept?

At the moment, I tried to set it ASCII but it caused an exception when eastern character set..

All I want is the output xml should keep all characters as they are (I want no conversion), I do not want utf8.

Is it possible to do it in this framework?

Thank you,.

Subject: Re: asxml...or like I would like to keep encoding...
Posted by [mirek](#) on Sun, 12 Dec 2010 15:00:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

aftershock wrote on Sun, 12 December 2010 04:44

All I want is the output xml should keep all characters as they are (I want no conversion), I do not want utf8.

Is it possible to do it in this framework?

Ha, until now I did not knew it is possible to use anything else than utf-8/utf-16...

But

"Encodings other than UTF-8 and UTF-16 will not necessarily be recognized by every XML parser."

Should we bother then?

Mirek

Subject: Re: asxml...or like I would like to keep encoding...
Posted by [aftershock](#) on Tue, 14 Dec 2010 10:25:55 GMT

So many parser support it. Xalan,Saxon...

Well, I ask for it because I need it.

I guess other could benefit from it.

Uft8 is getting widespread. Yet I still use non-utf myself.

I have source files which are encoded in different variants of ascii. The problem I have to specify exact encoding for the xml parser, otherwise it causes an exception. I tried to use useascii encoding for ascii like encoding but it would not be enough.

It would simplify its usage.

Subject: Re: asxml...or like I would like to keep encoding...

Posted by [mirek](#) on Wed, 15 Dec 2010 15:17:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, I guess we will have to go this route. After all, we have Charset.h...

Mirek
