Subject: Re: 16 bits wchar
Posted by cbpporter on Mon, 04 Aug 2008 22:24:23 GMT
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My code in my package handles surrogate pairs, but that's not what I posted. What I posted right now is a quick patch based on the default U++ method which should behave 100% the same way, without extra surrogate support or anything else. It is not for inclusion in Core, it is just for a test to see if the performance gain is not local somehow to my machine and to get some extra eyes on it to see if it is not due to some other cause.