
Subject: IsSpace() should be true on non breaking space

Posted by [zsolt](#) on Thu, 28 Nov 2019 00:40:18 GMT

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I think, non breaking space character (0xa0) is space.

Proposed patch (Core/CharSet.h):

```
-inline bool IsSpace(int c)    { return c == ' ' || c == '\f' || c == '\n' || c == '\r' || c == '\v' || c == '\t'; }
+inline bool IsSpace(int c)    { return c == ' ' || c == '\f' || c == '\n' || c == '\r' || c == '\v' || c == '\t' ||
c == 0xa0; }
```

You can test it with an EditString

```
someedit.SetFilter(CharFilterNotWhitespace);
```

And try typing 0160 on numpad while holding down Alt key.

Some users can be tricky.

Subject: Re: IsSpace() should be true on non breaking space

Posted by [mirek](#) on Fri, 29 Nov 2019 08:59:37 GMT

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Some users can be tricky.

I disagree for two reasons:

1) traditional isspace does not treat it as space

<http://www.cplusplus.com/reference/cctype/isspace/>

2) in most text algorithms, hard space is actually treated as non-space - that in fact is its basic purpose...
