



UNICODE

Unicode in easyGUI

The easyGUI development system comes in three different packages: Monochrome, Color and Unicode. You can only work with Unicode languages in the easyGUI Unicode version.

easyGUI Unicode can handle two types of character encoding: ANSI and Unicode. Both are standards widely used in the IT world. The other easyGUI packages (Color and Monochrome) support only ANSI character encoding.

ANSI as used by easyGUI covers 224 characters from code 32 to 255. The encoding is the same as used by Microsoft Windows, making text entry easy. Most Western languages are covered by this character set, as both standard characters and some special national characters are included. Each ANSI character takes up 1 byte.

Unicode is a standard which includes almost all languages in the world. Each Unicode character takes up 2 bytes, the memory consumption for texts are thus double that for ANSI texts. Unicode characters are subdivided into code charts, with each chart covering a range of characters for a specific national or geographic entity. The code charts contain a wildly varying number of characters, with some containing only a few characters, while others contain thousands of characters. easyGUI supports a subset of the Unicode code charts, with more being added along the way. Currently these languages are supported:

- Western languages (ANSI character set)
- Polish
- Greek
- Cyrillic (Russia)
- Hebrew (Israel)
- Arab
- Thai
- Hangul (Korea)
- Simplified and traditional Chinese
- Hiragana (Japan)
- Katakana (Japan)
- Kanji (Japan)

Notes: The Chinese and Kanji character sets draw from the same 20000 character pool, with a subset used for Chinese, and another (partially overlapping) subset used for Japanese. The Korean character set contains approximately 12000 characters. Right-to-left writing, as needed by Hebrew and Arab, is fully supported.

Please note that not all character sets are complete. Some lesser known and obscure characters might have been omitted. They are available as a special order.

Handling Unicode in the target system necessitates the use of special Unicode string handling functions, as the standard C string functions only work for 1 byte per character texts. A number of basic Unicode text handling functions are therefore included in the easyGUI library, to enable string handling in Unicode mode.

The Extended Unicode encoding uses more than 2 bytes per character. Some exotic character sets are placed in this extended encoding space. Extended Unicode is currently not supported by easyGUI.

easyGUI Unicode can of course be used for projects running in ANSI mode (1 byte per character). easyGUI Monochrome and easyGUI Color only supports ANSI mode.

For general inquiries and basic knowledge regarding the Unicode standard please visit the web site www.unicode.org

ANSI fonts in easyGUI.

As delivered easyGUI contains the following ANSI fonts:

easyGUI font named: ANSI 7

easyGUI font named: ANSI 7 bold

easyGUI font named: ANSI 7 condensed

easyGUI font named: ANSI 9

easyGUI font named: ANSI 11

easyGUI font named: ANSI 11 condensed

easyGUI font named: ANSI 11 light

easyGUI font named: ANSI 11AA

easyGUI font named: ANSI 13

easyGUI font named: ANSI 17AA

easyGUI font named: ANSI 19

easyGUI font named: ANSI 23AA

easyGUI font named: ANSI 24

easyGUI font named: ANSI 30

Unicode fonts in easyGUI.

easyGUI Unicode includes the following Unicode fonts:

easyGUI font named: Unicode 7/14 bold	你好世界
easyGUI font named: Unicode 9/15	你好世界
easyGUI font named: Unicode 11/16	你好世界

Custom fonts

If you are in need of a different font, icon font, Unicode font or any specialty font, we offer custom made easyGUI fonts. We will make it to match your specifications to the smallest detail. Our fonts are always designed from scratch. Please contact us with your font requirements, to discuss prices and development times.