

## Unicode support of VC++ runtime

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Hello,

I am having trouble with Unicode support of wide character functions in the runtime library. With default C locale, wcsftime does not support certain Unicode characters (for example, per mille) because it converts the format string to 8 bit for doing its work, and this conversion is not reversible with the default code page. Why do 16-bit functions depend on the 8 bit code page setting?

Anyway, when switching to UTF-8 MBCS using `setlocale( LC_ALL, "English_USA.65001" )` and `_setmbcp( CP_UTF8 )` to enable 8 <-> 16-bit round-tripping, many other runtime functions (e.g., `swprintf`) stop working because they internally use `mbtowc`. Visual C++'s `mbtowc` expects DBCS, or MBCS with no more than 2 bytes per character. UTF-8 has up to four per character:-(

What am I doing wrong? How do I get full Unicode (or at least UCS-16, first 65536 characters of Unicode) support from the VC++ runtime library?

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