

FeatStd 3.12

[String](#) functions without bounds deprecated

All `FeatStd::Internal::String` related functions without bounds have been deprecated.
`Candera::StringPlatform` is an alias for `FeatStd::Internal::String`.

Affected functions are:

- `FeatStd::Internal::String::CompareStrings`, use function with same name and additional parameter `n` instead.
- `FeatStd::Internal::String::Copy`, use function with same name and additional parameter `n` instead.
- `FeatStd::Internal::String::Length`, use function `FeatStd::Internal::String::NLength` instead.
- `FeatStd::Internal::AsciiEncoding::CodePointCount`, use function with same name and additional parameter `n` instead.
- `FeatStd::Internal::AsciiEncoding::CharCount`, use function `FeatStd::Internal::AsciiEncoding::NCharCount` instead.
- `FeatStd::Internal::AsciiEncoding::Compare`, use function `FeatStd::Internal::AsciiEncoding::NCompare` instead.
- `FeatStd::Internal::AsciiEncoding::Match`, use function with same name and additional parameter `codePointCount` instead.
- `FeatStd::Internal::Utf8Encoding::CodePointCount`, use function with same name and additional parameter `n` instead.
- `FeatStd::Internal::Utf8Encoding::CharCount`, use function `FeatStd::Internal::Utf8Encoding::NCharCount` instead.
- `FeatStd::Internal::Utf8Encoding::Compare`, use function `FeatStd::Internal::Utf8Encoding::NCompare` instead.
- `FeatStd::Internal::Utf8Encoding::Match`, use function with same name and additional parameter `codePointCount` instead.

In case that the upper limit is unknown, the constant `FeatStd::Internal::String::BoundedStringLength` can be used. This constant has a configured value of 4096.

TChar and Ucs2Char deprecated

The types `TChar` and `Ucs2Char` have been deprecated. Use `Char` instead. CGI Studio since long time only supports UTF-8 text encoding. Thus it was decided to remove the outdated option to also support wide characters.

TextEncoding methods Ucs4 and NUcs4 deprecated

The methods `TextEncoding::Ucs4` and `TextEncoding::NUcs4` return an UTF-32 encoded codepoint. The term "UCS4" is outdated. Therefore these methods have been deprecated. Use `TextEncoding::GetUtf32` instead.

Fixed Point Option removed

There was the option to use fixed point arithmetic instead of floating point. However, this option was not supported anymore since long time. Therefore this option was now removed. The flags `FEATSTD_FIXED_POINT_ARITHMETIC` and `FEATSTD_FIXED_POINT_FRACTIONAL_BITS` have been removed.

Extended Stream API in FeatStd

The interface of `FeatStd::Internal::IO::Stream` has been extended to allow for Seeking (random-access). Multiple stream implementations have been added (`FeatStd::Internal::IO::FileStream`, `FeatStd::Internal::IO::MemoryStream`, `FeatStd::Internal::IO::ReadOnlyMemoryStream`) and several adapters (`FeatStd::Internal::IO::TextReader`, `FeatStd::Internal::IO::TextWriter`).

Migration Guide

Description	V3.11.0	V3.12.0
Unbound String function deprecated	<code>Int32 CompareStrings(const Char* lhs, const Char* rhs)</code>	<code>Int32 CompareStrings(const Char* lhs, const Char* rhs, SizeType n)</code>
Unbound String function deprecated	<code>void Copy(Char *to, const Char *from)</code>	<code>void Copy(Char *to, const Char *from, SizeType n)</code>
Unbound String function deprecated	<code>SizeType Length(const Char *str)</code>	<code>SizeType NLength(const Char *str, SizeType size)</code>
Unbound TextEncoding function deprecated	<code>UInt32 CodePointCount(const Char* string)</code>	<code>UInt32 CodePointCount(const Char* string, SizeType n)</code>
Unbound TextEncoding function deprecated	<code>UInt32 CharCount(const Char* string)</code>	<code>UInt32 NCharCount(const Char *string, UInt32 size)</code>
Unbound TextEncoding function deprecated	<code>Int32 Compare(const Char* s1, const Char* s2)</code>	<code>Int32 NCompare(const Char* s1, const Char* s2, SizeType charCount)</code>
Unbound TextEncoding function deprecated	<code>bool Match(const Char* s1, const Char* s2)</code>	<code>bool Match(const Char* s1, const Char* s2, UInt32 codePointCount)</code>
Type change	Data type <code>TChar</code> .	Use <code>Char</code> instead.
Type change	Data type <code>Ucs2Char</code> .	Use <code>Char</code> (UTF-8 encoded) or <code>UInt16</code> as UTF-16 encoded codepoint or <code>UInt32</code> as UTF-32 encoded codepoint instead.
TextEncoding change	<code>TextEncoding::Ucs4</code> and <code>TextEncoding::NUcs4</code> methods.	Use <code>TextEncoding::GetUtf32</code> instead.
FixedSizeString change	<code>FixedSizeString::TCharCapacity</code> method.	Use <code>FixedSizeString::CharCapacity</code> instead.

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