

References to Unicode/10646 in DIS23271

L2/02-124

Page 13: References:

Note that DIS 23271 references Unicode 3.0/ISO 10646 and UTR #15.

Page 38: Built-in types:

Char defined as a Unicode 16-bit char

String defined as a Unicode string

Page 42, section 7.5.1., valid names:

CLS Rule 4: Assemblies shall follow Annex 7 of Technical Report 15 of the Unicode Standard 3.0...

Page 70, section 9.1., identifiers:

Line 7: At the same time, when dealing with non-English languages encoded in Unicode, there may be more than one way to represent precisely the same identifier that includes combining characters.

Page 76, Section 10, Collected CLS Rules:

Line 11: 4. Assemblies shall follow Annex 7 of Technical Report 15 of the Unicode Standard...

Page 125, Section 5, General Syntax:

Line 4: The ASCII repertoire of Unicode is the set of 128 Unicode characters from U+0000 to U+007F.

Page 126, line 20:

Note: A complete assembler will need to deal with the full set of issues required to support Unicode encodings...

Page 127, Section 5.3, Identifiers:

Line 2: However, the ilasm syntax allows the use of any identifier that can be formed using the Unicode character set (see Partition I).

Line 36: Thus, labels may be also single quoted and may contain Unicode characters.

Page 138, Section 7.1, Types:

Char defined as a 16-bit Unicode code point.

Page 142,

Lptstr: A pointer to a null terminated array of platform characters (ANSI or Unicode). Code page and character encodings are implementation specific.

Lpwstr: A pointer to a null terminated array of Unicode characters. Character encoding is implementation specific.

Page 146, Section 9.1, Type Header (<classHead>):

(see reference directly above section 9.1.1)

Page 147, Section 9.1.5., Interoperation Attributes:

Unicode specifies that marshalling shall be to and from Unicode strings

Autochar specifies either ANSI or Unicode behavior, depending on the platform on which the CLI is running.

Page 188, section 14.5.2, Platform Invoke:

First table on page 188.

Line 4: The attributes ansi, autochar, and Unicode are mutually exclusive. They govern how strings will be marshaled for calls to this method...

Page 192: Section 15.2: Field Init Metadata:

First table under line 16.

Page 194: Section 15.3.1: Data Declaration

Description of char in first table under line 3.

Page 235: Section 21.20: ImplMap: 0x1c

Line 17: 148. The MappingFlags.CharSetMask (see clause 22.1.7) in the row of the Method table indexed by MemberForwarded shall have at most one of the following bits

set: CharSetAnsi, CharSetUnicode, or CharSetAuto} (if none set, the default is CharSetNotSpec) [ERROR]

Page 256, Section 21.34: TypeDef: 0x02

(under 292: Flags)

Line 3: can set 0 or 1 of UnicodeClass and AutoClass (if none set, then defaults to AnsiClass) [ERROR]

Page 264, Section 22.1.7: Flags for ImplMap [PinvokeAttributes]

Under the Character set section of the table

Page 269, Section 22.1.14: Flags for Types [TypeAttributes]

Under the String formatting Attributes section of the table.

Page 286, Section 22.3. Custom Attributes:

Line 4: A bool is a single byte with value 0 (false) or 1 (true); char is a two-byte Unicode character; and the others have their obvious meaning..

Page 481, Annex C, Section C.1: ILAsm Keywords:

(in table)

Page 497, Section C.3: Complete Grammar

Under classAttr

Page 501, same section

Under pinvAttr