Target

C++23

Abstract

For historical reasons, all text encodings mentioned in the standard are derived from a locale object, which does not necessarily match the reality of how programs and systems interact.

This model works poorly with modern understanding of text, ie the Unicode model separates encoding from locales which are purely rules for formatting and text transformations but do not affect which characters are represented by a sequence of code units.

Moreover, the standard does not provide a way to query which encodings are expected or used by the environment, leading to guesswork and unavoidable UB.

This paper introduces the notions of literal encoding, environment encoding, and a way to query them.

Examples

Listing the encoding

```cpp
#include <text_encoding>
#include <iostream>

void print(const std::text_encoding & c) {
  std::cout << c.name() << " (iana mib: " << c.mib() << ")\n"
  << "Aliases:\n";
}
for(auto && a : c.aliases()) {
    std::cout << '	' << a << '
';
}

int main() {
    std::cout << "Literal Encoding: ";
    print(std::text_encoding::literal());
    std::cout << "Wide Literal Encoding: ";
    print(std::text_encoding::wide_literal());
    std::cout << "environment Encoding: ";
    print(std::text_encoding::environment());
    std::cout << "Wide environment Encoding: ";
    print(std::text_encoding::wide_environment());
}

Compiled with g++ -fwide-exec-charset=EBCDIC-US -fexec-charset=SHIFT_JIS, this program may display:

   Literal Encoding: SHIFT_JIS (iana mib: 17)
   Aliases:
      Shift_JIS
      MS_Kanji
      csShiftJIS

   Wide Literal Encoding: EBCDIC-US (iana mib: 2078)
   Aliases:
      EBCDIC-US
      csEBCDICUS

   environment Encoding: UTF-8 (iana mib: 106)
   Aliases:
      UTF-8
      csUTF8

   Wide environment Encoding: ISO-10646-UCS-4 (IANA mib: 1001)
   Aliases:
      ISO-10646-UCS-4
      csUCS4

**LWG3314**

[time.duration.io] specifies that the unit for microseconds is µ on environments able to display it. This is currently difficult to detect and implement properly.

The following allows an implementation to use µ if it is supported by both the execution encoding and the encoding attached to the stream.

```cpp
template<class traits, class Rep, class Period>
void print_suffix(basic_ostream<char, traits>& os, const duration<Rep, Period>& d) {
    if constexpr(text_encoding::literal() == text_encoding::UTF8) {
```
if (os.getloc().encoding() == text_encoding::UTF8) {
    os << d.count() << "\u00B5s"; // µ
    return;
}

os << d.count() << "us";

A more complex implementation may support more encodings, such as iso-8859-1.

**Asserting a specific encoding is set**

On POSIX, matching encodings is done by name, which pulls the entire database. To avoid that we propose a method to asserting that the environment encoding is as expected. such method mixed to only pull in the strings associated with this encoding:

```cpp
int main() {
    return text_encoding::environment_is<text_encoding::id::UTF8>();
}
```

**User construction**

To support other use cases such as interoperability with other libraries or internet protocols, `text_encoding` can be constructed by users

```cpp
text_encoding my_utf8("utf8");
assert(my_utf8.name() == "utf8"sv); // Get the user provided name back
assert(my_utf8.mib() == text_encoding::id::UTF8);

text_encoding my_utf8_2(text_encoding::id::UTF8);
assert(my_utf8_2.name() == "UTF-8"sv); // Get the preferred name for the implementation
assert(my_utf8_2.mib() == text_encoding::id::UTF8);
assert(my_utf8 == my_utf8_2);
```

**Unregistered encoding**

Unregistered encoding are also supported. They have the `other` mib, no aliases and are compared by names:

```cpp
text_encoding wtf8("WTF-8");
assert(wtf8.name() == "WTF-8"sv);
assert(wtf8.mib() == text_encoding::id::other);

//encodings with the \code{other} mib are compared by name, ignoring case, hyphens and underscores
assert(wtf8 == text_encoding("___wtf8___"));
```
Revisions

Revision 6

• Update the list of encoding to add UTF7IMA which was registered this year.
• Replace references of [rfc3808] by [ianacharset-mib] which is the maintained list since 2004
• Explain why the underlying type of text_encoding::id is int_least32_t.

Revision 5

• Add motivation for name returning const char*
• Improve wording
• Rename system to environment
• Remove freestanding wording - will be handled separately
• Exclude a couple of legacy encodings that are problematic with the name matching algorithm

Revision 4

• Change operator==(encoding, mib) for id::other
• Add wording for freestanding
• Improve wording
• Improve alias comparison algorithm to match unicode TR22

Revision 3

• Add a list of encodings NOT registred by IANA
• Add a comparative list of IANA/WHATWG
• Address names that do not uniquely identify encodings
• Add more examples

Revision 2

• Add all the enumerators of rcf 3008
• Add a mib constructor to text_encoding
• Add environment_is and wide_environment_is function templates
Revision 1

• Add more example and clarifications
• Require hosted implementations to support all the names registered in [ianacharset-mib].

Use cases

This paper aims to make C++ simpler by exposing information that is currently hidden to the point of being perceived as magical by many. It also leaves no room for a language below C++ by ensuring that text encoding does not require the use of C functions.

The primary use cases are:

• Ensuring a specific string encoding at compile time
• Ensuring at runtime that string literals are compatible with the environment encoding
• Custom conversion function
• locale-independent text transformation

Non goals

This facility aims to help identify text encodings and does not want to solve encoding conversion and decoding. Future text encoders and decoders may use the proposed facility as a way to identify their source and destination encoding. The current facility is just a fancy name.

The many text encodings of a C++ environment

Text in a technical sense is a sequence of bytes to which is virtually attached an encoding. Without encoding, a blob of data simply cannot be interpreted as text.

In many cases, the encoding used to encode a string is not communicated along with that string and its encoding is therefore presumed with more or less success.

Generally, it is useful to know the encoding of a string when

• Transferring data as text between environments or processes (I/O)
• Textual transformation of data
• Interpretation of a piece of data

In the purview of the standard, text I/O text originates from

• The source code (literals)
• The iostream library as well as environment functions
• Environment variables and command-line arguments intended to be interpreted as text.
Locales provide text transformation and conversion facilities and as such, in the current model have an encoding attached to them.

There are therefore 3 sets of encodings of primary interest:

- The encoding of narrow and wide characters and string literals
- The narrow and wide encodings used by a program when sending or receiving strings from its environment
- The encoding of narrow and wide characters attached to a `std::locale` object

[Note: Because they have different code units sizes, narrow and wide strings have different encodings. `char8_t`, `char16_t`, `char32_t` literals are assumed to be respectively UTF-8, UTF-16 and UTF-32 encoded. — end note]

[Note: A program may have to deal with more encoding - for example, on Windows, the encoding of the console attached to `cout` may be different from the environment encoding. Likewise depending on the platform, paths may or may not have an encoding attached to them, and that encoding may either be a property of the platform or the filesystem itself. — end note]

The standard only has the notion of execution character sets (which implies the existence of execution encodings), whose definitions are locale-specific. That implies that the standard assumes that string literals are encoded in a subset of the encoding of the locale encoding. This has to hold notably because it is not generally possible to differentiate runtime strings from compile-time literals at runtime.

This model does, however, present some shortcomings:

First, in practice, C++ softwares are often no longer compiled in the same environment as the one on which they are run and the entity providing the program may not have control over the environment on which it is run.

Both POSIX and C++ derives the encoding from the locale. Which is an unfortunate artifact of an era when 255 characters or less ought to be enough for anyone. Sadly, the locale can change at runtime, which means the encoding which is used by ctype and conversion functions can change at runtime. However, this encoding ought to be an immutable property as it is dictated by the environment (often the parent process). In the general case, it is not for a program to change the encoding expected by its environment. A C++ program sets the locale to ”C” (see [N2346], 7.11.1.1.4) (which assumes a US ASCII encoding) during initialization, further losing information.

Many text transformations can be done in a locale-agnostic manner yet require the encoding to be known - as no text transformation can ever be applied without prior knowledge of what the encoding of that text is.

More importantly, it is difficult or impossible for a developer to diagnose an incompatibility between the locale-derived, encoding, the environment-assumed encoding and the encoding of string literals.
Exposing the different encodings would let developers verify that the environment is compatible with the implementation-defined encoding of string literals, aka that the encoding and character set used to encode string literals are a strict subset of the encoding of the environment.

**Identifying Encodings**

To be able to expose the encoding to developers we need to be able to synthesize that information. The challenge, of course, is that there exist many encodings (hundreds), and many names to refer to each one. Fortunately there exist a database of registered encoding covering almost all encodings supported by operating systems and compilers. This database is maintained by IANA through a process described by [rfc2978].

This database lists over 250 registered character sets and for each:

- A name
- A unique identifier
- A set of known aliases

We propose to use that information to reliably identify encoding across implementations and systems.

**Design Considerations**

**Encodings are orthogonal to locales**

The following proposal is mostly independent of locales so that the relevant part can be implemented in an environment in which `<locale>` is not available, as well as to make sure we can transition `std::locale` to be more compatible with Unicode.

**Naming**

SG-16 is looking at rewording the terminology associated with text and encoding throughout the standard, this paper does not yet reflect that effort.

However “environment encoding” and “literal encoding” are descriptive terms. In particular, “environment” is illustrative of the fact that a C++ program has, in the general case, no control over the encoding it is expected to produce and consume.

**MIBEnum**

We provide a `text_encoding::id` enum with the MIBEnum value of a few often used encodings for convenience. Because there is a rather large number of encodings and because this list may evolve faster than the standard, it was pointed out during early review that it would be detrimental to attempt to provide a complete list. [Note: MIB stands for Management
Information Base, which is IANA nomenclature, the name has no particular interest besides a desire not to deviate from the existing standards and practices. — end note]

The enumerators `unknown` and `other` and their corresponding values, are specified in [ianacharset-mib]:

- `other` designate an encoding not registered in the IANA Database, such that 2 encodings with the `other` mib are identical if their names compare equal.
- `unknown` is used when the encoding could not be determined. Under the current proposal, only default constructing a `text_encoding` object can produce that value. The encoding associated with the locale or environment is always known.

While MIBEnum was necessary to make that proposal implementable consistently across platforms, its main purpose is to remediate the fact that encoding can have multiple inconsistent names across implementations.

For forward compatibility with the RFCs, this enumeration's underlying type is `int_least32_t`.

The RFC definition of INTEGER can be found in RFC2578:

The Integer32 type represents integer-valued information between $-2^{31}$ and $2^{31}-1$ inclusive (-2147483648 to 2147483647 decimal). This type is indistinguishable from the INTEGER type. Both the INTEGER and Integer32 types may be sub-typed to be more constrained than the Integer32 type.

The INTEGER type (but not the Integer32 type) may also be used to represent integer-valued information as named-number enumerations. In this case, only those named-numbers so enumerated may be present as a value. Note that although it is recommended that enumerated values start at 1 and be numbered contiguously, any valid value for Integer32 is allowed for an enumerated value and, further, enumerated values needn't be contiguously assigned.

**Name and aliases**

The proposed API offers both a name and aliases. The `name` method reflects the name with which the `text_encoding` object was created, when applicable. This is notably important when the encoding is not registered, or its name differs from the IANA name.

**Unique identification of encodings**

The IANA database intends that the name refers to a specific set of characters. However, for historical reasons, there exist some names (like Shift-JIS) which describes several slightly different encoding. The intent of this proposal is that the names refer to the character sets as described by IANA. Further differentiation can be made in the application through out-of-band information such as the provenance of the text to which the encoding is associated. RFC2978 mandates that all names and aliases are unique.
Implementation flexibility

This proposal aims to be implementable on all platforms as such, it supports encodings not registered with IANA, does not impose that a freestanding implementation is aware of all registered encodings, and it lets implementers provide their aliases for IANA-registered encoding. Because the process for registering encodings is documented [rfc2978] implementations can (but are not required to) provide registered encodings not defined in [ianacharset-mib] - in the case that document is updated out of sync with the standard. However, [ianacharset-mib] is not frequently updated. It was updated once in 2021 and previously in 2011. As the world converges to UTF-8, new encodings are less likely to be registered. Until 2004 this document was maintained in [rfc3808].

Implementations may not extend the text_encoding::id as to guarantee source compatibility.

const char*

A primary use case is to enable people to write their own conversion functions. Unfortunately, most APIs expect NULL-terminated strings, which is why we return a const char*. This is requested by users and consistent with source_location, stacktrace, ... We would have consider a null-terminated string_view as proposed in P1402R0 [?] if such thing was available!

Freestanding

For this class to be compatible with free-standing environments, care has been taken to avoid allocation and exceptions. As such, we put an upper bound on the length of the name of encodings passed to text_encoding constructor of 63+1 characters. Per rfc2978, the names must not exceed 40 characters. There is however a name of 45 characters in the database. 64 has been arbitrarily chosen being the smallest power of 2 number that would fit all the name with some extra space for future-proofing

However, no wording for freestanding is provided as there are currently missing pieces (notably string_view). We propose that making this facility freestanding can be bundled with the wider work by Ben Craig.

Name comparison

Names and aliases are compared ignoring case and non-alphanumeric characters, in a way that follows Unicode recommandations

This leads to a couple of ambiguities ("iso-ir-9-1" and "iso-ir-9-2" match "iso-ir-91" and "iso-ir-92", respectively). The 2 problematics encodings have been excluded from our proposal entirely. They were designed in 1975 for use in newspapers in Norway and are no longer in use. Supporting them would either require a perfect match, even though we know from experience that users will find 20 creative ways to spell UTF-8, or to perform in sequence a perfect match and a loose match; we do not this is a reasonable cost to pay for algorithms that fell into disuse long ago:

Reference: iso-ir-9-1 iso-ir-9-2
Note these are different from ISO646-NO2 which is the long obsoleted Norwegian ancestor to ISO 8859-1

**Implementation**

The following proposal has been prototyped using a modified version of GCC to expose the encoding information.

On Windows, the run-time encoding can be determined by `GetACP` - and then map to MIB values, while on a POSIX platform it corresponds to value of `nl_langinfo` when the environment ("") locale is set - before the program's locale is set to C.

On OSX `CFStringGetSystemEncoding` and `CFStringConvertEncodingToIANACharSetName` can also be used.

While exposing the literal encoding is novel, a few libraries do expose the environment encoding, including Qt and wxWidget, and use the IANA registry.

Part of this proposal is available on Compiler explorer (literal and wide_literal are not supported)

**Compatibility with 3rd party systems**

Qt

```cpp
// Get a QTextCodec able to convert the environment encoding to QString
auto codec = QTextCodec::codecForMib(std::text_encoding::environment().mib());
```

ICU

```cpp
// Get a UConverter object able to convert to and from the environment encoding to
// ICU's internal encoding.
UErrorCode err;
UConverter* converter = ucnv_open(std::text_encoding::environment().name(), &err);

// Check whether a UConverter converts to the environment encoding
bool compatibleWithEnvironmentEncoding(UConverter* converter)
{
    UErrorCode err;
    const char* name == ucnv_getName(converter, &err);
    assert(U_SUCCESS(err));
    return std::text_encoding(name) == std::text_encoding::environment();
}
```

ICONV

```cpp
// Convert from UTF-8 to the environment encoding, transliterating if necessary
iconv_t converter
    = iconv_open("{}//TRANSLIT", std::text_encoding::literal()).c_str(), "utf-8");
```
FAQ

Why rely on the IANA registry?

The IANA registry has been picked for several reasons:

- It can be referenced through an RFC in the standard
- It has wide vendor buy-in
- It is used as a primary source for many tools including ICU and iconv, and many programming languages and libraries.
- It has an extensive number of entries which makes it uniquely suitable for the wide portability requirements of C++. Notably, it supports IBM codepages.
- It provides stable enum values designed for efficient and portable comparison in programming languages
- There is a well-specified support for unregistered encodings
- There is a well-specified process to register new encodings

We also considered the WHATWG Encoding specification. But this specification is designed specifically for the web and has no provision for EBCDIC encodings, provides no numerical values, etc.

Annex A provides a comparative list of IANA and WHATWG lists.

Extensive research didn't found any other registry worth considering. It would be possible to maintain our own list in the standard, but this would put an undue burden on the committee and risks reducing portability with existing tools, libraries, and other languages.

Why not return a `text_encoding::id` rather than a `text_encoding` object?

Some implementations may need to return a non-register encoding, in which case they would return `mib::other` and a custom name.

`text_encoding::environment()` and `text_encoding::environment_mib()` (not proposed) would generate the same code in an optimized build.

But handling names is expensive?

To ensure that the proposal is implementable in a constrained environment, `text_encoding` has a limit of 63 characters per encoding name which is sufficient to support all encodings we are aware of (registered or not).

It seems like names and mib are separate concerns?

Not all encodings are registered (even if most are), it is therefore not possible to identify all encoding uniquely by mib. Encodings may have many names, but some platforms will have a
preferred name.
The combination of a name + a mib covers 100% of use cases. Aliases further help with integration with third-party libraries or to develop tools that need mime encoding names.

**Why can’t there be vendor provided MIBs?**

This would be meaningless in portable code. mib is only useful as a mechanism to identify encodings **portably** and to increase compatibility across third-party libraries.

It does not prevent the support of unregistered encodings:

```cpp
text_encoding wtf8("WTF-8");
assert(wtf8.name() == "WTF-8"sv);
assert(wtf8.mib() == text_encoding::id::other);
```

**Why can’t there be a text_encoding(name, mib) constructor?**

Same reason, if users are allowed to construct text_encoding from registered names or names otherwise unknown from the implementation with an arbitrary mib, it becomes impossible to maintain the invariant of the class (the relation between mib and name), which would make the interface much harder to use, without providing any functionality.

**I just want to check that my platform is utf-8 without paying for all these other encodings?**

we added `environment_is` to that end.

```cpp
int main() {
    assert(text_encoding::environment_is<text_encoding::id::UTF8>
        && "Non UTF8 encoding detected, go away");
}
```

This can be implemented in a way that only stores in the program the necessary information for that particular encoding (unless aliases is called at runtime).

On Windows and OSX, only calling `encoding::aliases` would pull any data in the program, even if calling `environment`.

**What is the cost of calling aliases?**

My crude implementation pulls in 30Ki of data when calling aliases or the name constructor, or `environment()` (on POSIX).

**Future work**

Exposing the notion of text encoding in the core and library language gives us the tools to solve some problems in the standard.
Notably, it offers a sensible way to do locale-independent, encoding-aware padding in `std::format` as in described in [P1868].

While this gives us the tools to handle encoding, it does not fix the core wording.

**Why do `name()` and `aliases()` return `const char*` rather than `string_view`?**

One of the design goals is to be compatible with widely deployed libraries such as ICU and iconv, which are, on most platforms, the defacto standards for text transformations, classification, and transcoding. These are C APIs which expect null-terminated string. Returning a null-terminated string_view of which end() is dereferenced would be UB. Returning a `string` and hopping that SBO kicks in would add complexity for little reason, and would preclude the name function to be provided in free standing implementations. LEWG previously elected to use `const char*` in `source_location`, `stacktrace`, etc
Proposed wording

Add the header `<text_encoding>` to the “C++ library headers” table in [headers], in a place that respects the table’s current alphabetic order.

Add the macro `__cpp_lib_text_encoding` to [version.syn], in a place that respects the current alphabetic order:

```cpp
#define __cpp_lib_text_encoding 201911L (**placeholder**) // also in text_encoding
```

Add a new header `<text_encoding>`.

`[text.encoding] describes an interface for accessing the IANA Character Sets database.

```cpp
namespace std {

struct text_encoding {

    inline constexpr size_t max_name_length = 63;

    enum class id : int_least32_t {
        other = 1,
        unknown = 2,
        ASCII = 3,
        ISOLatin1 = 4,
        ISOLatin2 = 5,
        ISOLatin3 = 6,
        ISOLatin4 = 7,
        ISOLatinCyrillic = 8,
        ISOLatinArabic = 9,
        ISOLatinGreek = 10,
        ISOLatinHebrew = 11,
        ISOLatin5 = 12,
        ISOLatin6 = 13,
        ISOTextComm = 14,
        HalfWidthKatakana = 15,
        JISEncoding = 16,
        ShiftJIS = 17,
        EUCPkdFmtJapanese = 18,
        EUCFixWidJapanese = 19,
        ISO4UnitedKingdom = 20,
        ISO11SwedishForNames = 21,
        ISO15Italian = 22,
        ISO17Spanish = 23,
        ISO21German = 24,
        ISO60DanishNorwegian = 25,
        ISO69French = 26,
        ISO10646UTF1 = 27,
        ISO646basic1983 = 28,
        INVARIANT = 29,
        ISO2IntlRefVersion = 30,
    }
```
ISO88598E = 84,
ISO88598I = 85,
ISO139CSN369103 = 86,
ISO141JUSIB1002 = 87,
ISO143IECP271 = 88,
ISO146Serbian = 89,
ISO147Macedonian = 90,
ISO150 = 91,
ISO151Cuba = 92,
ISO6937Add = 93,
ISO153GOST1976874 = 94,
ISO8859Supp = 95,
ISO10367Box = 96,
ISO158Lap = 97,
ISO159JISX02121990 = 98,
ISO646Danish = 99,
USDK = 100,
DKUS = 101,
KSC5636 = 102,
Unicode11UTF7 = 103,
ISO2022CN = 104,
ISO2022CNEXT = 105,
UTF8 = 106,
ISO885913 = 109,
ISO885914 = 110,
ISO885915 = 111,
ISO885916 = 112,
GBK = 113,
GB18030 = 114,
OSDEBCDICDF0415 = 115,
OSDEBCDICDF03IRV = 116,
OSDEBCDICDF041 = 117,
ISO115481 = 118,
KZ1048 = 119,
UCS2 = 1000,
UCS4 = 1001,
UnicodeASCII = 1002,
UnicodeLatin1 = 1003,
UnicodeJapanese = 1004,
UnicodeIBM1261 = 1005,
UnicodeIBM1268 = 1006,
UnicodeIBM1276 = 1007,
UnicodeIBM1264 = 1008,
UnicodeIBM1265 = 1009,
Unicode11 = 1010,
SCSU = 1011,
UTF7 = 1012,
UTF16BE = 1013,
UTF16LE = 1014,
UTF16 = 1015,
CESU8 = 1016,
IBM855 = 2046,
IBM857 = 2047,
IBM860 = 2048,
IBM861 = 2049,
IBM863 = 2050,
IBM864 = 2051,
IBM865 = 2052,
IBM868 = 2053,
IBM869 = 2054,
IBM870 = 2055,
IBM871 = 2056,
IBM880 = 2057,
IBM891 = 2058,
IBM903 = 2059,
IBM904 = 2060,
IBM905 = 2061,
IBM918 = 2062,
IBM1026 = 2063,
IBMEBCDICATDE = 2064,
EBCDICATDEA = 2065,
EBCDICAFR = 2066,
EBCDICKNO = 2067,
EBCDICKNOA = 2068,
EBCDIFICUSE = 2069,
EBCDIFICSEA = 2070,
EBCDICFR = 2071,
EBCDICIT = 2072,
EBCDICPT = 2073,
EBCDICES = 2074,
EBCDICESA = 2075,
EBCDICESS = 2076,
EBCDICK = 2077,
EBCDICUS = 2078,
Unknown8BiT = 2079,
Mnemonic = 2080,
Mnem = 2081,
VISCII = 2082,
VIQR = 2083,
KOIB = 2084,
HZGB2312 = 2085,
IBM866 = 2086,
PC775Baltic = 2087,
KOI8U = 2088,
IBM00858 = 2089,
IBM00924 = 2090,
IBM01140 = 2091,
IBM01141 = 2092,
IBM01142 = 2093,
IBM01143 = 2094,
IBM01144 = 2095,
IBM01145 = 2096,
IBM01146 = 2097,
IBM01147 = 2098,
IBM01148 = 2099,
IBM01149 = 2100,
Big5HKSCS = 2101,
IBM1047 = 2102,
PTCP154 = 2103,
Amiga1251 = 2104,
KOI7switched = 2105,
BRF = 2106,
TSCII = 2107,
CP51932 = 2108,
windows874 = 2109,
windows1250 = 2250,
windows1251 = 2251,
windows1252 = 2252,
windows1253 = 2253,
windows1254 = 2254,
windows1255 = 2255,
windows1256 = 2256,
windows1257 = 2257,
windows1258 = 2258,
TIS620 = 2259,
CP50220 = 2260,
reserved = 3000

constexpr text_encoding() = default;
constexpr explicit text_encoding(string_view name) noexcept;
constexpr text_encoding(id mib) noexcept;

constexpr id mib() const noexcept;
constexpr const char* name() const noexcept;
constexpr auto aliases() const noexcept -> see below;

constexpr bool operator==(const text_encoding & other) const noexcept;
constexpr bool operator==(id mib) const noexcept;

static constexpr text_encoding literal();
static constexpr text_encoding wide_literal();

static text_encoding environment() noexcept;
static text_encoding wide_environment() noexcept;

template<id id_>
static bool text_encoding::environment_is() noexcept;

template<id id_>
static bool text_encoding::wide_environment_is() noexcept;
A registered-character-set is a character set in the IANA Character Sets database. The set of known registered-character-set contains every registered-character-set specified in the IANA Character Sets database except for the following:

- NATS-DANO (33)
- NATS-DANO-ADD (34)

Each registered-character-set is identified by an enumerator in text_encoding::id, has a unique preferred-name and has a set of 0 or more aliases. Its name is specified in the IANA Character Sets database. Its set of aliases is an implementation-defined superset of the aliases specified in the IANA Character Sets database.

Each alias is associated with exactly one registered-character-set.

[Note: The name and value of each enumerator in the text_encoding::id enum is identical to those specified in [rfc3808] except for the following modifications:

- the “cs” prefix is removed from each name
- csUnicode is renamed text_encoding::id::UCS2

— end note]

Let bool COMP_NAME(string_view a, string_view b) be a function that returns true if two strings encoded in the literal character set are equal ignoring: character case; all characters outside of the ranges [a-z], [A-Z], [0-9]; and 0 not preceded by [0-9].

inline constexpr size_t max_name_length = see below;

constexpr explicit text_encoding(string_view name) noexcept;

Preconditions: name.size() <= max_name_length is true.

Effects: If there exists a preferred-name or alias a of registered-character-set such that COMP_NAME(a, name.c_str()) is true, initializes mib_ with the value of the enumerator of id associated with that registered-character-set. Otherwise, initialize mib_ with id::other.

Initialises name_ as if with strncpy(name_, name.data(), name.size()).
constexpr text_encoding(id mib) noexcept;

**Preconditions:** mib has the value of one of the enumerators of id.

Initializes mib_ with mib.

If mib is not one of id::unknown, id::other, initializes name_ as if with strcpy(name_, *(aliases().begin()));

constexpr id mib() const noexcept;

**Returns:** mib_.

constexpr const char* name() const noexcept;

**Returns:** name_.

[Note: name_ is a ntbs. — end note]

constexpr auto aliases() const noexcept;

Let AliasRange denote an implementation-defined type such that:

- ranges::view<AliasRange> is true,
- ranges::random_access_range<AliasRange> is true,
- same_as<ranges::range_value_t<AliasRange>, string_view> is true,

Let r denote an instance of AliasRange.

If *this represents a registered-character-set then:

- r[0] is the preferred-name of the registered-character-set,
- r contains the aliases of the registered-character-set,
- r does not contain duplicate values when compared with COMP_NAME.

Otherwise, r is an empty range.

**Returns:** r.

[Note: The order of elements in r is unspecified. — end note]

constexpr bool operator==(const text_encoding & other) const noexcept;

**Returns:**

If mib() == id::other && other.mib() == id::other is true, then return COMP_NAME(name(), other.name()).

Otherwise, return mib() == other.mib().

constexpr bool operator==(id i) const noexcept;

**Returns:** mib() == i.
static consteval text_encoding literal();

Returns: A text_encoding object representing the encoding of ordinary string literals. The returned value never compares true to id::unknown.

static consteval text_encoding wide_literal();

Returns: A text_encoding object representing the encoding of wide string literals. The returned value never compares true to id::unknown.

static text_encoding environment() noexcept;

Returns the implementation-defined execution character encoding at the start of the program. On a POSIX environment, this is equivalent to text_encoding(nl_langinfo(LC_CODESET, newlocale(LC_CTYPE_MASK, "", (locale_t)0)).

[Note: This function always returns the same value during the execution of a program and is not affected by calls to setlocale or modification to environment variables after the start of the program. — end note]

static text_encoding wide_environment() noexcept;

Returns the implementation-defined wide execution character encoding at the start of the program.

[Note: This function always returns the same value during the execution of a program and is not affected by calls to setlocale — end note]

template<id id_>
static bool text_encoding::environment_is() noexcept;

Effects: Equivalent to environment() == id_

template<id id_>
static bool text_encoding::environment_wide_is() noexcept;

Effects: Equivalent to wide_environment() == id_

In [locale]:

namespace std {
    class locale {
    public:
        [...]

        // locale operations
        string name() const;

        text_encoding encoding() const;
        text_encoding wide_encoding() const;
    };
}
In [locale.members]:

    string name() const;
    
    **Returns:** The name of *this*, if it has one; otherwise, the string “*”.

    text_encoding encoding() const;
    
    **Returns:** The text encoding for narrow strings associated with the locale *this.*

    text_encoding wide_encoding() const;
    
    **Returns:** The text encoding for wide strings associated with the locale *this.*

**Bibliography**

— ISO 4217:2015, *Codes for the representation of currencies*


— IANA Character Sets Database. Available from: [https://www.iana.org/assignments/character-sets/](https://www.iana.org/assignments/character-sets/)

— IANA Time Zone Database. Available from: [https://www.iana.org/time-zones](https://www.iana.org/time-zones)


The arithmetic specification described in ISO/IEC 10967-1:2012 is called **LIA-1** in this document.

**Acknowledgments**

Many thanks to Victor Zverovich, Thiago Macieira, Jens Maurer, Tom Honermann, and others for reviewing this work and providing valuable feedback.
## Annex: Registered encodings

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Annex B: Known encodings not present in IANA

Lists of encoding known to some platforms but not registered to IANA. This might be incomplete as generating the list proved challenging. These might still be supported through the other mib, but are not suitable for interexchange.

Windows

- 710 Arabic - Transparent Arabic
- 72 DOS-720 Arabic (Transparent ASMO); Arabic (DOS)
- 737 ibm737 OEM Greek (formerly 437G); Greek (DOS)
- 875 cp875 IBM EBCDIC Greek Modern
- 1361 Johab Korean (Johab)
- 57002 x-iscii-de ISCII Devanagari
- 57003 x-iscii-be ISCII Bangla
- 57004 x-iscii-ta ISCII Tamil
- 57005 x-iscii-te ISCII Telugu
- 57006 x-iscii-as ISCII Assamese
- 57007 x-iscii-or ISCII Odia
- 57008 x-iscii-ka ISCII Kannada
- 57009 x-iscii-ma ISCII Malayalam
- 57010 x-iscii-gu ISCII Gujarati
- 57011 x-iscii-pa ISCII Punjabi

Iconv

- CP1131
- CP1133
- GEORGIAN-ACADEMY
- GEORGIAN-PS
- CN-GB-ISOIR165
• Johab
• MacArabic
• MacCentralEurope
• MacCroatian
• MacCyrillic
• MacGreek
• MacHebrew
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