

1. Function and Use.

This small program will convert Big 5 encoding with CNS encoded Chinese characters using the *Chinese Encoding Framework (CEF)* into a ‘preprocessed’ form. The need of this program arises from the fact that Big 5 encoding uses the characters ‘\’, ‘{’, and ‘}’ which have special meanings in TeX.

Use this program as a filter:

```
cef5conv < input_file > output_file
```

2. The program.

In contrast to `cefconv` two tasks will be executed:

Replacing all occurrences of Big 5 encoded characters XY (X and Y are the first and the second byte of the character) with `^7fXX^7fZZZ^7f`, where ZZZ represents the second byte as a decimal number. `0x7F` is used as a control character and a delimiter.

Replacing CEF macros of the form `&xx-yzz;` (`xx` can be C1–C7 for the CNS planes 1–7, C0 for Big 5 encoding, an encoding CX reserved for IRIZ, a private encoding CY, and U for Unicode encoding; `yzz` is a hexadecimal representation of the code point in this plane) with

```
^7f72^7fXX^7f^7f"0yy^7f"0zz^7f .
```

`XX` is the corresponding CJK encoding of `xx`; the number ‘72’ specifies a macro in the file `MULEenc.sty` which further processes this representation – it is automatically loaded by the `CJK` package.

Additionally we define a `TeX` macro at the very beginning to signal a preprocessed file.

The following code is very simple. No error detection is done because `TeX` which will see the output of `cef5conv` complains loudly if something is wrong.

```
#define banner "cef5conv_(CJK_ver._4.8.1)"

#include <ctype.h>
#include <stdio.h>
#include <stdlib.h>

int main(argc, argv)
    int argc;
    char *argv[];
{int ch, i;
 unsigned char in[16];
 unsigned char out[32];
 unsigned char *inp, *outp;
 fprintf(stdout, "\\def\\CNSpreproc{%s}", banner);
 ch = fgetc(stdin);
 while (!feof(stdin))
 {if (ch >= '#A1' & ch <= '#FE')
  {fprintf(stdout, "\\177%c\\177", ch);
   ch = fgetc(stdin);
   if (!feof(stdin))
    fprintf(stdout, "%d\\177", ch);
 }
 else if (ch == '&') /* the macro test is hardcoded to make things simple */
 {inp = in;
  outp = out;
  *inp = ch;
  *(++inp) = fgetc(stdin);
```

```

if (*inp == 'C'  $\wedge$  !feof(stdin))
{*(++inp) = fgetc(stdin);
 if (*inp == '0'  $\wedge$  !feof(stdin))
 {*(outp++) = 'B';
 *(outp++) = 'g';
 *(outp++) = '5';
 }
 else if (*inp  $\geq$  '1'  $\wedge$  *inp  $\leq$  '7'  $\wedge$  !feof(stdin))
 {*(outp++) = 'C';
 *(outp++) = 'N';
 *(outp++) = 'S';
 *(outp++) = *inp;
 }
 else if ((*inp == 'X'  $\vee$  *inp == 'Y')  $\wedge$  !feof(stdin))
 {*(outp++) = 'C';
 *(outp++) = 'E';
 *(outp++) = 'F';
 *(outp++) = *inp;
 }
 else
 goto no_macro;
}
else if (*inp == 'U'  $\wedge$  !feof(stdin))
{*(outp++) = 'U';
 *(outp++) = 'T';
 *(outp++) = 'F';
 *(outp++) = '8';
}
else
goto no_macro;
*(++inp) = fgetc(stdin);
if (*inp != '-'  $\vee$  feof(stdin))
goto no_macro;
*(outp++) = '\177';
*(outp++) = '\u0000';
*(outp++) = '0';

*(++inp) = fgetc(stdin);
if (isxdigit(*inp)  $\wedge$  *inp < '#80'  $\wedge$  !feof(stdin))
 *(outp++) = toupper(*inp);
else
goto no_macro;
*(++inp) = fgetc(stdin);
if (isxdigit(*inp)  $\wedge$  *inp < '#80'  $\wedge$  !feof(stdin))
 *(outp++) = toupper(*inp);
else
goto no_macro;
*(outp++) = '\177';
*(outp++) = '\177';
*(outp++) = '\u0000';
*(outp++) = '0';

```

```

*(++inp) = fgetc(stdin);
if (isxdigit(*inp) & *inp < #80 & !feof(stdin))
    *(outp++) = toupper(*inp);
else
    goto no_macro;
*(++inp) = fgetc(stdin);
if (isxdigit(*inp) & *inp < #80 & !feof(stdin))
    *(outp++) = toupper(*inp);
else
    goto no_macro;
*(outp++) = '\177';
*outp = '\0';
*(++inp) = fgetc(stdin);
if (*inp != ';' & feof(stdin))
    goto no_macro;
outp = out;
fprintf(stdout, "\17772\177");
while (*outp)
    fputc(*(outp++), stdout);
ch = fgetc(stdin);
continue;
no_macro:
ch = *inp;
i = inp - in;
inp = in;
while (i--)
    fputc(*(inp++), stdout);
continue;
}
else
    fputc(ch, stdout);
ch = fgetc(stdin);
}
exit(EXIT_SUCCESS);
return 0;
}
/* never reached */

```