# Tech Info Library

## WorldScript: Not A Replacement For Unicode (2/95)

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TOPIC -------------------------------------------------------------

What is Unicode and is WorldScript a replacement for it?

DISCUSSION --------------------------------------------------------

Unicode is an international industry standard used to encode written characters.
 It's a double byte universal character coding scheme that supports all modern
day writing systems.  It's been accepted as an ISO standard.

This standard makes it possible to encode all of the characters used for written
languages throughout the world in one table.  The current North American
encoding scheme, ASCII, encodes only the Roman alphabet, which makes support for
non-Roman languages difficult. These encoding schemes assume a graphics engine
that can display the characters correctly (such as contextual forms or text
direction).

WorldScript isn't a replacement for Unicode, but it's the next major step toward
providing a multilanguage Macintosh computer. Apple was one of the founding
contributors to the Unicode consortium and is an active participant.

Apple's System 7.5 and QuickDraw GX fully support Unicode, including large
character set support, linguistic processing, and the Unicode bidirectional
reordering algorithm.


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15 Feb 1995 - Reviewed for technical accuracy.
12 Dec 1994 - Added information about System 7.5 and QuickDraw GX.
03 Sep 1993 - Added to definition of Unicode.

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