Supported character encoding

In the D2000 System, there are the functions (actions) that work with the text files that could be encoded in other code than UTF-8. This feature is defined by **encoding** a parameter that determines the method of conversion to be applied when reading or writing to a text file.

ESL functions support these character encoding:

Encoding	Synonyms
Windows-1250	Windows_1250
Windows-1251	Windows_1251
Windows-1252	Windows_1252
ISO-8859-1	IEC_8859-1, iso-ir-100, csISOLatin1, latin1, l1, IBM819, CP819
KZ-1048	KZ_1048
UTF-8 *1)	UTF_8, UTF8
UTF-8;BOM *1)	UTF_8;BOM, UTF8;BOM
UTF-16LE *1)	UTF_16LE, UTF16LE
UTF-16LE;BOM *1)	UTF_16LE;BOM, UTF16LE;BOM
UTF-16BE *1)	UTF_16BE, UTF16BE
UTF-16BE;BOM *1)	UTF_16BE;BOM, UTF16BE;BOM
@OS_ACTUAL@ *2)	
@APP_DEFAULT@ *3)	
Binary *4)	

Note 1:
When using UTF-8 and UTF-16, it is possible to specify whether the "BOM (Byte Order Mark)" is to be put at the beginning of the output file. If there is defined for example "UTF-8" encoding, the mark is not put. If there is "UTF-8;BOM", the mark is put in the file. If BOM is in the file which is read, the identification of file encoding will be applied and BOM will be ignored.

Note 2:
The current encoding of the operating system on which the process runs.

Note 3:
Initial encoding of application, which is set by the parameter for the D2000 Server. It is global for all processes.

Note 4:
This encoding is equivalent to ISO-8859-1 but when reading/writing from/to a file, all bytes remain unchanged. It means, BOM mark is not ignored and the row endings are not normalized.