

## 1. Function and Use.

This small program will convert SJIS 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 SJIS encoding uses the characters ‘\’, ‘{’, and ‘}’ which have special meanings in T<sub>E</sub>X.

Use this program as a filter:

```
cefsconv < input_file > output_file
```

## 2. The program.

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

Replacing all occurrences of two byte SJIS encoded characters XY with `^^7fX^^7fZZZ^^7f` (X and Y are the first and the second byte of the character; ZZZ represents the second byte as a decimal number).

Replacing CEF macros of the form `&xx-yyzz;` (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; yyzz 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 necessary to explicitly load this file with `\usepackage`.

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 `cefsconv` complains loudly if something is wrong.

```
#define banner "cefsconv_(CJK_ver._4.6.0)"

#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 >= #81 & ch <= #9F) < (ch >= #E0 & ch <= #EF))
 {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' & !feof(stdin))
{*(++inp) = fgetc(stdin);
 if (*inp == 'O' & !feof(stdin))
 {*(outp++) = 'B';
 *(outp++) = 'g';
 *(outp++) = '5';
 }
else if (*inp ≥ '1' & *inp ≤ '7' & !feof(stdin))
 {*(outp++) = 'C';
 *(outp++) = 'N';
 *(outp++) = 'S';
 *(outp++) = *inp;
 }
else if ((*inp == 'X' ∨ *inp == 'Y') & !feof(stdin))
 {*(outp++) = 'C';
 *(outp++) = 'E';
 *(outp++) = 'F';
 *(outp++) = *inp;
 }
else
 goto no_macro;
}
else if (*inp == 'U' & !feof(stdin))
 {*(outp++) = 'U';
 *(outp++) = 'T';
 *(outp++) = 'F';
 *(outp++) = '8';
 }
else
 goto no_macro;
*(++inp) = fgetc(stdin);
if (*inp ≠ '-' ∨ feof(stdin))
 goto no_macro;
*(outp++) = '\177';
*(outp++) = '\n';
*(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++) = '\177';
*(outp++) = '\n';
*(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 */
}

```