

**NAME**

akfavatar.utf8 – module for UTF-8 support in Lua-AKFAvatar

**SYNOPSIS**

```
local utf8 = require "akfavatar.utf8"
```

**DESCRIPTION**

This module defines functions for UTF-8 strings. Many functions are replacements to the functions in Lua's string library.

UTF-8 is a character encoding for Unicode. A character can be encoded with one to four bytes. That's why it needs special handling. Most functions in the default string library of Lua can only handle encodings with a single byte per character.

**utf8.len(*string*)**

Counts the number of characters in an UTF-8 encoded *string*.

**Note:** Control characters and invisible characters are counted, too.

**utf8.sub(*string*, *startchar* [, *endchar*])**

Like `string.sub`, but for UTF-8 strings.

Returns a substring from *startchar* to *endchar*. If *startchar* or *endchar* are negative, then they are counted from the end of the string.

So, `utf8.sub(s, 1, 3)` returns the first 3 characters, while `utf8.sub(s, -3)` returns the last 3 characters.

**utf8.char(...)**

Like **string.char** but accepts higher numbers and returns an UTF-8 encoded string.

**utf8.codepoint(*string*)**

Return the codepoint of the first character of the given *string*.

Returns *nil* on error (but that's not a real validity check).

**utf8.codepoints(*string* [, *startchar* [, *endchar*]])**

Like **string.byte**.

Returns the unicode numbers of the characters from *startchar* to *endchar*.

If you only need the first character, use **utf8.codepoint()** instead.

**utf8.characters(*string*)**

Iterator for the characters of an UTF-8 string.

A character may be a single- or multi-byte string.

Use like this:

```
for c in utf8.characters(line) do print(utf8.codepoint(c)) end
```

**utf8.reverse(*string*)**

Reverses an UTF-8 encoded *string*.

**Note:** combining characters are still problematic.

**utf8.rep(*string*, *n*)**

Returns the *string* repeated *n* times. It's simply an alias for **string.rep()**.

**utf8.underlined(*string*)**

Returns the *string* underlined (overstrike technique).

**utf8.bold(*string*)**

Returns the *string* in boldface (overstrike technique).

**utf8.bom**

Byte Order Mark.

Not really needed for UTF8, but sometimes used as signature.

**utf8.check\_bom(*string*)**

Check, if the *string* starts with a UTF8-BOM.

**utf8.check(*string*)**

Check if the *string* is an UTF-8 string.

It's just for checking if it is UTF-8 or not, not a validity check.

**Note:** plain ASCII is also valid UTF-8.

**utf8.check\_unicode(*string*)**

Checks text for unicode encodings.

Returns either "UTF-8", "UTF-16BE", "UTF-16LE", "UTF-32BE", "UTF-32LE" or *nil* if it cannot be detected.

**utf8.from\_ncr(*string*)**

Replaces numeric character references (NCR) with UTF-8 characters.

For example "&#8364;" (decimal) or "&#x20AC;" (hexadecimal) for the Euro currency sign.

**utf8.to\_ncr(*string*)**

Replaces non-ASCII characters with numeric character references. The result is a plain ASCII string, but encoded.

**utf8.from\_latin1(*string*)**

Converts a *string* from Latin-1 (ISO-8859-1) to UTF-8.

**utf8.to\_latin1(*string* [,*replacement*])**

Converts an UTF-8 *string* into Latin-1 (ISO-8859-1). Characters which cannot be converted are replaced with the *replacement* string if given, or they are replaced with "\x1A".

**SEE ALSO**

**lua-akfavatar(1)** **lua(1)** **lua-akfavatar-ref(3)** **akfavatar-graphic(3)** **akfavatar-term(3)**