

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 \TeX .

Use this program as a filter:

```
cefsconv < input_file > output_file
```

2. The program.

In contrast to `cefsconv` 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.

Note that the user-defined character area of SJIS (with the first bytes in the range 0xF0–0xFC) is not supported because it is not portable.

```
#define banner "cefsconv_(CJK_ver._4.8.4)"
#include <ctype.h>
#include <stdio.h>
#include <stdlib.h>

int main(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 ≡ '0' ∧ !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++) = '\177';
*(outp++) = '\0';
*(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';
*(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 */

```