

1. Function and Use.

This small program will convert EUC encoding with CNS encoded Chinese characters using the *Chinese Encoding Framework (CEF)* into a ‘preprocessed’ form, expanding the CEF macros.

Use this program as a filter:

```
cefconv < input_file > output_file
```

2. The program.

In contrast to `cef5conv` or `cefsconv`, only one task will be executed:

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^^ffXX^^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 automatically loaded by the CJK package.

Additionally we define an empty `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 `cefconv` complains loudly if something is wrong.

```
#define banner "cefconv_(CJK_ver.4.7.0)"
#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 == '&') /* 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';
                            }
                    }
                }
            ch = fgetc(stdin);
        }
```

```

        *(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++) = '\\\"';
*(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++) = '\\\"';
*(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 */
```