

NAME

Encode::JP - Japanese Encodings

SYNOPSIS

```
use Encode qw/encode decode/;
$euc_jp = encode("euc-jp", $utf8); # loads Encode::JP implicitly
$utf8   = decode("euc-jp", $euc_jp); # ditto
```

ABSTRACT

This module implements Japanese charset encodings. Encodings supported are as follows.

Canonical	Alias	Description
euc-jp	<code>/\beuc.*jp\$/i</code> <code>/\bjp.*euc/i</code> <code>/\bujis\$/i</code>	EUC (Extended Unix Character)
shiftjis	<code>/\bshift.*jis\$/i</code> <code>/\bsjis\$/i</code>	Shift JIS (aka MS Kanji)
7bit-jis	<code>/\bjis\$/i</code>	7bit JIS
iso-2022-jp	ISO-2022-JP [RFC1468] = 7bit JIS with all Halfwidth Kana converted to Fullwidth	
iso-2022-jp-1	ISO-2022-JP-1 [RFC2237] = ISO-2022-JP with JIS X 0212-1990 support. See below	
MacJapanese		Shift JIS + Apple vendor mappings
cp932	<code>/\bwindows-31j\$/i</code>	Code Page 932 = Shift JIS + MS/IBM vendor mappings
jis0201-raw		JIS0201, raw format
jis0208-raw		JIS0201, raw format
jis0212-raw		JIS0201, raw format

DESCRIPTION

To find out how to use this module in detail, see *Encode*.

Note on ISO-2022-JP(-1)?

ISO-2022-JP-1 (RFC2237) is a superset of ISO-2022-JP (RFC1468) which adds support for JIS X 0212-1990. That means you can use the same code to decode to utf8 but not vice versa.

```
$utf8 = decode('iso-2022-jp-1', $stream);
```

and

```
$utf8 = decode('iso-2022-jp', $stream);
```

yield the same result but

```
$with_0212 = encode('iso-2022-jp-1', $utf8);
```

is now different from

```
$without_0212 = encode('iso-2022-jp', $utf8 );
```

In the latter case, characters that map to 0212 are first converted to U+3013 (0xA2AE in EUC-JP; a

white square also known as 'Tofu' or 'geta mark') then fed to the decoding engine. U+FFFD is not used, in order to preserve text layout as much as possible.

BUGS

The ASCII region (0x00-0x7f) is preserved for all encodings, even though this conflicts with mappings by the Unicode Consortium. See

<http://www.debian.or.jp/~kubota/unicode-symbols.html.en>

to find out why it is implemented that way.

SEE ALSO

Encode