
Subject: Re: Environment variables code page
Posted by [mirek](#) on Sun, 26 Jul 2009 01:26:40 GMT
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Zbych wrote on Sat, 25 July 2009 07:05Hi,

GetEnv function uses FromSystemCharset to convert code page, but environment variables in windows use OEM not ANSI code page. I think that there should be another function - FromOEMCharset (defined only in section PLATFORM_WIN32) and GetEnv should be split in two versions (windows and posix).

App.cpp, line ~10:

```
#ifdef PLATFORM_WIN32
String GetEnv(const char *id)
{
    return FromOEMCharset(getenv(id));
}
```

[...]

App.cpp line ~20:

```
#ifdef PLATFORM_POSIX

String GetEnv(const char *id)
{
    return FromSystemCharset(getenv(id));
}
```

[...]

Util.cpp line ~620:

```
String FromOEMCharset(const String& src)
{
    WStringBuffer b(src.GetLength());
    int q = MultiByteToWideChar(CP_OEMCP, MB_PRECOMPOSED, ~src, src.GetLength(),
(WCHAR*)~b, src.GetLength());
    if(q <= 0)
        return src;
    b.SetCount(q);
    return WString(b.ToString());
}
```

OK, I have only tried to size-optimize a little (please check):

```
String FromWin32Charset(const String& src, int cp)
{
    WStringBuffer b(src.GetLength());
    int q = MultiByteToWideChar(cp, MB_PRECOMPOSED, ~src, src.GetLength(), (WCHAR*)~b,
src.GetLength());
    if(q <= 0)
        return src;
    b.SetCount(q);
    return WString(b).ToString();
}
```

```
String FromOEMCharset(const String& src)
{
    return FromWin32Charset(src, CP_OEMCP);
}
```

```
String FromSystemCharset(const String& src)
{
    return FromWin32Charset(src, CP_ACP);
}
```

Mirek
