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Subject: Re: Can't Ultimate++ use Japanese?

Posted by [mr\\_ped](#) on Wed, 16 Mar 2016 09:58:52 GMT

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"TheIDE stop movement" =

1) TheIDE completely stops working (even when you switch back to EN)

OR

2) TheIDE works, but compilation starts failing? (so the edit did change file encoding to something what compiler does not understand).

What is your setting in: TheIDE -> Setup -> Environment -> tab:Editor -> "Default charset"?  
(UTF8 should work well with MinGW, does it?)

If the things stop working after entering any japan character, I think there may be another workaround. Create your application with english strings and wrap them immediately for localization, see:

[http://www.ultimatepp.org/srcdoc\\$Core\\$i18n\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$i18n$en-us.html)

But you will probably run into some weird problem there too, if it's already behaving weird with ordinary .cpp files.  
So we rather should figure out, what is the problem.

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