
Subject: Missing character (½) in 605 rc1 and rc2

Posted by [forlano](#) on Tue, 16 May 2006 20:37:15 GMT

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I guess this is the right place to notify this terrible news.

In all versions before the 605 series I could see on my application the character ½, it is "1/2".

I continue to see it in the IDE but in my application it is disappeared and at its place appear a stupid square! Where it is finished?

That sign was very important because it indicates the draw. Not only, but the square give problem to DeQt4() that is not able to parse it (I do not know if "1/2" could give problem to DeQt4 too because I've implemented it only with 605.

Is this normal?

Luigi

Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [mirek](#) on Tue, 16 May 2006 21:32:49 GMT

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Luigi

Hm, I guess some font issue... Have you tried it using arial?

Mirek

Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [forlano](#) on Tue, 16 May 2006 22:07:05 GMT

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luzr wrote on Tue, 16 May 2006 23:32

Hm, I guess some font issue... Have you tried it using arial?

Mirek

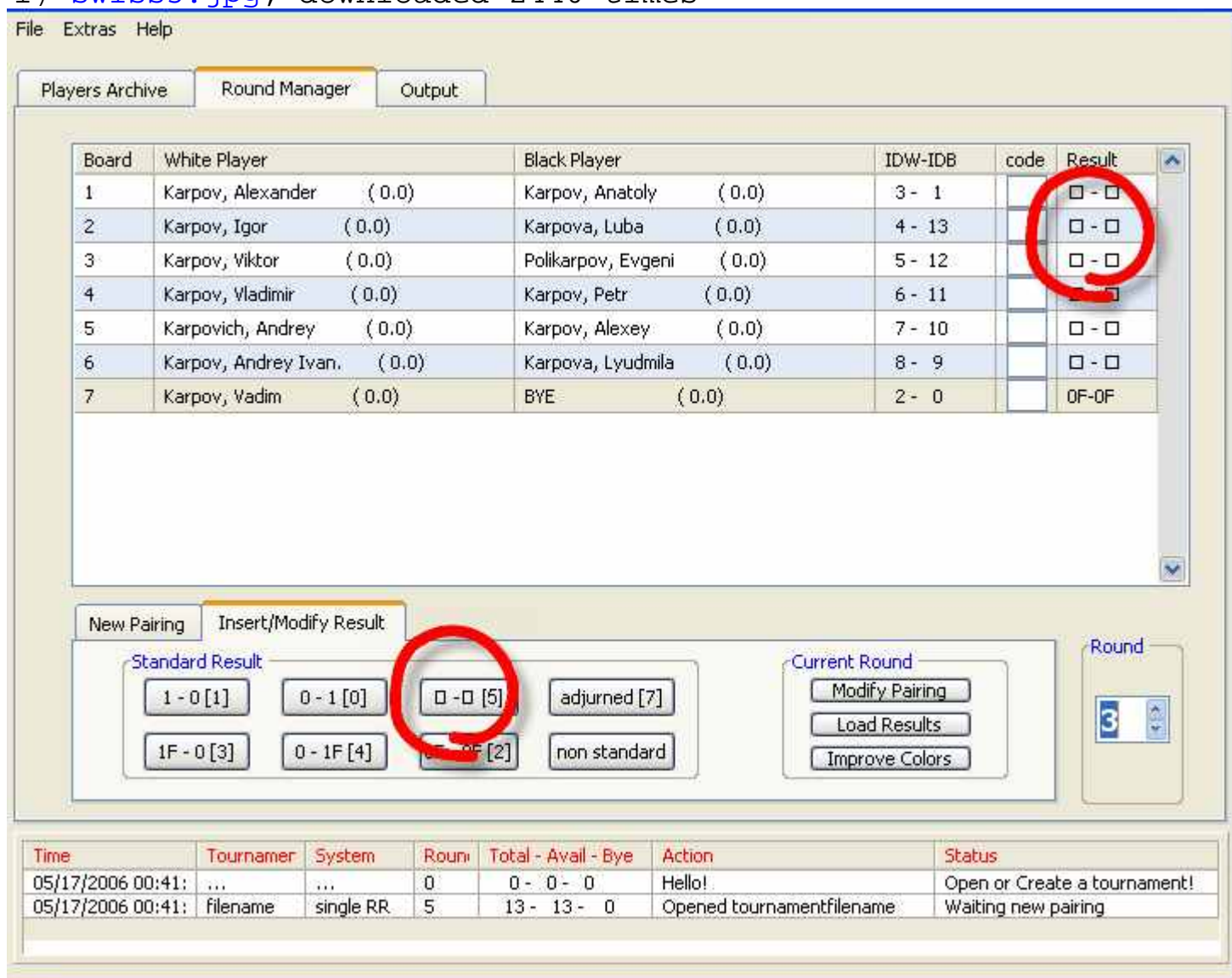
This sign appear in the arrayctrl and I do not know how to set the font in the array (otherwise I would use courier to resolve my old issue with vertical alignment).

Luigi

PS: this sign appear even in a button with no lucky. I set it to Arial and this is the result

File Attachments

1) [swiss5.jpg](#), downloaded 2440 times



Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [mirek](#) on Wed, 17 May 2006 00:14:26 GMT

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forlano wrote on Tue, 16 May 2006 18:07luzr wrote on Tue, 16 May 2006 23:32

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Mirek

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You can set the font for the whole U++ app:

```
Draw::SetStdFont(Arial(12));
```

Mirek

Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [forlano](#) on Wed, 17 May 2006 14:03:39 GMT

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luzr wrote on Wed, 17 May 2006 02:14

You can set the font for the whole U++ app:

```
Draw::SetStdFont(Arial(12));
```

Mirek

I tried it and the sign "1/2" doesn't want to appear. Even with Courier no result. This is for me very strange because up to 604 it appeared normally in the application. Maybe it is normal after your last big upgrade. By the way, it appear in TheIDE.

Luigi

Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [mirek](#) on Wed, 17 May 2006 14:17:58 GMT

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forlano wrote on Wed, 17 May 2006 10:03luzr wrote on Wed, 17 May 2006 02:14
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Luigi

Actually, 605 version does not include "big upgrade". It was meant to be last one without it

Do you think you could create a simple test-package for me?

Mirek

Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [forlano](#) on Wed, 17 May 2006 15:17:07 GMT

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luzr wrote on Wed, 17 May 2006 16:17

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I have prepared a helloworld.cpp with a button containing the char "1/2". I believed to be able to reproduce the issue. Instead this damned character appeared in the application. So the problem reside in my application that now is became quite complex. Perhaps this problem hide some other bigger one. I'll try to reduce it and isolate it and let you know.

Luigi

Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [mirek](#) on Wed, 17 May 2006 15:29:15 GMT

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forlano wrote on Wed, 17 May 2006 11:17luzr wrote on Wed, 17 May 2006 16:17

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Luigi

Alternatively, if you do not bother to "reveal" your application code, just compress it and send as it is....

Mirek

Subject: Re: Missing character ($\frac{1}{2}$;) in 605 rc1 and rc2

Posted by [forlano](#) on Wed, 17 May 2006 16:06:37 GMT

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luzr wrote on Wed, 17 May 2006 17:29

Alternatively, if you do not bother to "reveal" your application code, just compress it and send as it is....

Mirek

I do not bother at all. I'll make it available with the source code as soon as possible. Rather I do not want to spoil your time... at least if it is not strictly necessary .

Just now I've resumed the previous version of the application and it is OK ("1/2" appear everywhere). So U++ 605 is OK and I've to understand what new code added provoked the problem. The task seems easy: remove one by one the last class added and simply observe...

Luigi

Subject: Re: Missing character ($\frac{1}{2}$;) in 605 rc1 and rc2

Posted by [forlano](#) on Wed, 17 May 2006 16:50:44 GMT

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Here I am!

I've fixed it!

The problem was the row:

```
SetLanguage(LNG_ENGLISH);
```

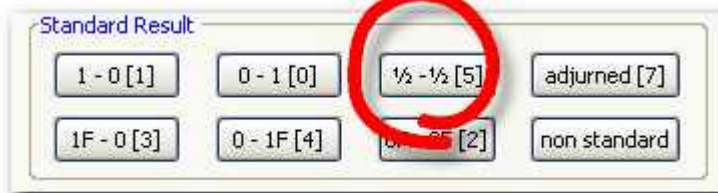
in the constructor of one tab page. This line came from the UWord application that I've included in my application, . I believed it was necessary for UWord.

I can't understand how it can affect the look of "1/2". Maybe it modify the charset or something similar.

Luigi

File Attachments

1) [swiss5.jpg](#), downloaded 2726 times



Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [mirek](#) on Wed, 17 May 2006 18:32:10 GMT

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Hm, something to investigate....

Mirek

Subject: Re: Missing character (½) in 605 rc1 and rc2

Posted by [mirek](#) on Wed, 17 May 2006 18:39:07 GMT

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Well, it makes a switch to UTF-8... However, UTF-8 is what you are supposed to use, as long as you are not solving some legacy issues.....

Have you used some other charset settings? If your code in some other encoding (in TheIDE)?

I must admit that situation is a bit misleading here, as TheIDE has "Win1252 = ISO-8859-1" as "superdefault", not UTF-8...

Mirek

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luzr wrote on Wed, 17 May 2006 20:39 Well, it makes a switch to UTF-8... However, UTF-8 is what you are supposed to use, as long as you are not solving some legacy issues.....

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I must admit that situation is a bit misleading here, as TheIDE has "Win1252 = ISO-8859-1" as "superdefault", not UTF-8...

Mirek

I'm using theIDE as it comes from the distro. In "Project/Convert to encoding" I read Windows-1252.

In the code there is no setting for language... even because I don't know how to do it.

By the way, in future I would like to know how the user can switch from one language to another and see the menu in his own language. In the past I prepared different message-menu-file from where get the correct translation. Unfortunately with it I couldn't set easily, say, cyrillic or german font under linux. Now with U++ I can resolve this problem. I guess I must use UTF-8 and some smart function connected with `_t(...)`. But this is a task scheduled for June and overall to be treated in an another thread and in another forum or our Fudadmin will complain

Luigi
