
Subject: Re: Locale troubles with UPP

Posted by [mirek](#) on Fri, 03 Mar 2006 09:07:49 GMT

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[quote title=lundman wrote on Thu, 02 March 2006 22:26]

We have come across some locale issues when trying to use UPP.

On Windows XP, running in Japanese locale, we can not compile the Core due to:

1. warnings from msc 8 about wrong codepage for .iml and .t files
2. codepage 1252 strings interpreted as containing newlines by codepage 932, resulting in errors

In particular, IMAGE_SCAN part.

You can change the locale to English to compile, but that is not a solution for us as many of our Japanese apps will then fail. Alas, make clean also cleans Core!

These issues do not occur if you use mingw.

C# Compiler has a /codepage= switch, but vc8 does not.

[/quite]

In fact, this is one thing I am totally puzzled about MSC8. I have encountered this problem in another context already, seems like MSC8 decided to do some quite strange games with local and character literals (while all other compilers known to me simply take the content of character literal as it is and as expected).

Please, I would need somebody to investigate this strange issue!

Quote:

3. (low severity) NetBSD with LC_CTYPE=ja_JP.UTF-8

All applications (exmples) with a layout, seems to double the width of all widgets, making the frame double in width beyond my desktop. Can not be Zoomed smaller (in width). Unsetting locale result in normal behavior.

Hm, interesting moment - U++ meets far east...

Mirek
