
Subject: Re: Path including non-English character, buglog and usrlog file cannot be deleted

Posted by [mirek](#) on Thu, 21 Aug 2008 14:48:56 GMT

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kasome wrote on Thu, 21 August 2008 03:16In the debug mode, when the path of execute file including non-English character, like Chinese, buglog and usrlog cannot be deleted after the execute file terminated.

the content of buglog and usrlog file is as the following:

36.MainMenu with layout.2008-08-21-14-21-45.buglog:

21.08.2008 14:21:45, user: kasome

36.MainMenu with layout.2008-08-21-14-21-45.usrlog:

21.08.2008 14:21:45, user: kasome

and i find out the reason may be the file

uppsrc\Core\Path.cpp

in the following function:

```
bool FileDelete(const char *filename)
{
#ifdef PLATFORM_WIN32
    if( IsWinNT() ){
        return !!UnicodeWin32().DeleteFileW( ToSystemCharsetW(filename) );
    }
    else
        return !!DeleteFile(ToSystemCharset(filename));
#elif defined(PLATFORM_POSIX)
    return !unlink(ToSystemCharset(filename));
#else
    #error
#endif//PLATFORM
}
```

i keep trying and finally fix the function as the following, this function WideString can be found in the attachment file got from the internet.

```
bool FileDelete(const char *filename)
{
#ifdef PLATFORM_WIN32
    if( IsWinNT() ){
        return !!UnicodeWin32().DeleteFileW( ToSystemCharsetW( ToUtf8( WideString( filename ) ) ) );
    }
    else
        return !!DeleteFile(ToSystemCharset(filename));
#elif defined(PLATFORM_POSIX)
    return !unlink(ToSystemCharset(filename));
#else
    #error
#endif//PLATFORM
}
```

WideString.h

```
#include <windows.h>
#include <CtrlLib/CtrlLib.h>
#include <iostream>
```

```
using namespace std;
using namespace Upp;
```

```
WString WideString( const String s );
```

WideString.cpp

```
#include "WideString.h"
```

```
WString WideString( const String s ){
```

```
    int nIndex = MultiByteToWideChar( CP_ACP, 0, s, -1, NULL, 0 );
    wchar_t *w = new wchar_t[ nIndex + 1 ];
    MultiByteToWideChar( CP_ACP, 0, s, -1, w, nIndex );
    WString wstr = w;
    delete[] w; w = 0;
```

```
    return wstr;
}
```

now everthing is work fine, but i can not explain why, may be there is a more better way to solve this.

OS: Microsoft Windows XP Professional SP2
Language: Taiwan (codepage 950)

Thanks. Handling CJK is always full of surprises

Hm, if this works well, I believe that the construct should be embedded into ToSystemCharsetW, correct?

Can you try to put it there and create / delete a couple of files with CJK filenames?

Mirek
