Hello luzr

Sorry, I thought that to comply with UTF8 it was necessary to use WString.

In some minutes I am going to report an error in FileSel.cpp related with this, really confirming it:

The struct FileIconMaker has a member declared String file. If the file name has non english characters the function virtual Image Make() does not work.

To solve it I simply change this in FileSel.cpp:

```
for(int i = 0; i < 2; i++) {
    SHFILEINFO info;
    SHGetFileInfo(file, dir ? FILE_ATTRIBUTE_DIRECTORY : FILE_ATTRIBUTE_NORMAL,
&info, sizeof(info),
```

with this;

```
WString wfile = file.ToWString();
for(int i = 0; i < 2; i++) {
    SHFILEINFOW info;
    SHGetFileInfo(wfile, dir ? FILE_ATTRIBUTE_DIRECTORY : FILE_ATTRIBUTE_NORMAL,
&info, sizeof(info),
```

and it works.

It is not a problem with String type. It is just that we have to check our code with international samples!.

Best regards
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