
Subject: Re: WinAPI UNICODE question
Posted by [cbpporter](#) on Sun, 16 Nov 2008 00:10:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

After two unsuccessful attempts which left me with an uncompileable mess and I had to revert, I managed to get some good starting results.

As a first step I decided to move the whole block that prepares for the inclusion and includes <windows.h> as close to the end of Core.h as possible. And I got pretty far: only Path.h, Gtypes.h, Color.h, Lang.h, Xmlize.h and Win32Util.h must be included after windows.h. All other headers from Core have interfaces that are independent of windows.h, but I had to do some trivial changes in a lot of places. Most of the changes will even result in the same binary after compilation, so compatibility issues should be inexistent.

I compiled TheIDE with both MINGW and MSC in DEBUG and Optimal mode, ran it and everything seems to be OK. Now I have to find a way to handle the last 6 headers...
