
Subject: Re: Problems about Chinese characters

Posted by [cbpporter](#) on Wed, 10 Dec 2008 07:07:52 GMT

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o_wild wrote on Wed, 10 December 2008 05:34 There are two problems about Chinese.

1, I can't directly enter Chinese characters in editor until I switch encoding method to UTF8.

2, Even if I enter Chinese characters the way above, the executable created can't show them properly on GUI no matter which build method (MSC9 or MINGW) I choose.

I upload the files that can demonstrate this.

1. You can't enter Utf8 characters in a file which does not have Utf8 encoding. But after changing to Utf8, you should have no problems with our editor or any other editor that also supports Utf8.

2. The problem is the DrawText call in WM_PAINT. It only supports legacy 8 bit encodings, not Utf8. You can use DrawTextW, which supports Utf16, so you must convert your Utf8 string to Utf16.

PS: This is not WinAPI forum. You may find that on a specific WinAPI forum you may get better support for such questions.
