
Subject: version 1579, CharSet.h, CHARSET_KOI8_R redefined and Ctrllib.t, fail to compiling with MSVC9

Posted by [LeiMing](#) on Fri, 25 Sep 2009 10:07:05 GMT

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at first, sorry for my poor English.

thank you for the perfect work. VC with MFC is quite expansive for an after-hours programmer who make program not for money, and .net runtime is too large. I use Ultimate++ and found it easy to use.

CharSet.h line 87:

```
#define CHARSET_KOI8_R      84
```

line 26:

```
#define CHARSET_KOI8_R    24
```

It defines CHARSET_KOI8_R twice.

and then, when I try to compiling my project with MSVC9, quite lots of errors comes out. Because at the moment Ultimate++ not support the encoding of GBK so I have to change the default encoding to UTF8. Probably it's the problem of UTF8 cause msvc9's compiling falls to errors.

and by the way, I wonder if you are considering offering the support of encoding for source code about CP936 (Chinese GBK).

also I have a question, I can't find a droplist that users can input his own text in, and it's common in some GUI libraries. Is because I didn't find it or currently it's not support by Ultimate++?

Thanks.

Regards,
LeiMing
