
Subject: charset conversion

Posted by [abductee](#) on Thu, 25 Mar 2010 18:20:43 GMT

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hi,

ich have the problem that stuff i derive from a line edit seems to be utf8, but i'd like to have it in unicode... can't i tell string somehow easily to reencode itself?
(because it breaks german "umlauts")

a littele example to show the problem:

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

using namespace Upp;
struct MyAppWindow : TopWindow {
    Button button;
    LineEdit ed;
    void Click() {
        String s = ~ed;
        const char *t = s;
        MessageBox(0,t,"text as char",MB_OK);
    }
    typedef MyAppWindow CLASSNAME;
    MyAppWindow() {
        Title("My application with button");
        Add(ed.TopPos(20,100).LeftPos(100,100));
        Add(button.LeftPos(100, 100).TopPos(120, 30));
        button.SetLabel("Render Text");
        Sizeable();
        button <<= THISBACK(Click);
    }
};
```

```
GUI_APP_MAIN
{
    MyAppWindow app;
    app.Run();
}
```

p.s.: please don't tell me to use PromtOK insted of MessageBox, this is just en example to illustrate the problem

File Attachments

1) [conv.jpg](#), downloaded 597 times
