
Subject: Re: BUG: Serious problem with Core/CharSet
Posted by [Mindtraveller](#) on Sun, 06 Jun 2010 10:47:17 GMT
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luzr wrote on Sat, 05 June 2010 23:38Well, the problem was caused when I have applied a patch adding a lot of charset - but some of them were invalid. So I have removed those invalid, which created "holes" in numbering.

Now it should be fixed (I have filled the holes witch charsets from the end of the list).

Mirek

Looks like my fault. I'll check better next time.
