
Subject: Re: BUG: Serious problem with Core/CharSet
Posted by [kov_serg](#) on Mon, 07 Jun 2010 10:27:55 GMT
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This will work.

```
#undef CHARSET_CP866  
#define CHARSET_CP866 60
```

```
CONSOLE_APP_MAIN
```

```
{  
    Cout() << "\n";  
  
    for (int i=0; i<s.GetLength(); ++i)  
        Cout() << Format("%02X ", s[i]&255);  
}  
// outputs: 82 E1 A5 AC 20 AF E0 A8 A2 A5 E2 21
```

Don't panic. I think this problem will be fixed in future releases. Now you can fix defines in your CharSet.h

```
...  
#define CHARSET_CP865          59 // instead of 61  
#define CHARSET_CP866          60 // instead of 62  
#define CHARSET_CP869          61 // instead of 63  
... and so on
```