
Subject: Re: String.GetCount with umlaut
Posted by [forlano](#) on Wed, 07 Sep 2011 06:27:29 GMT
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forlano wrote on Wed, 07 September 2011 08:20
Perhaps I must convert the name to some other encoding before to save them let go to try ...

Solved!

```
out << NFormat(" %-32.32s ", ToCharset(CHARSET_WIN1252, player[i].name, CHARSET_UTF8
));
```

work

With notepad and wordpad the accent are ok and name aligned (problem solved after 5 years), but within my app (UTF8 encoded) they are disappeared. This last behaviour should be normal.

The new questions are now:

- 1) which CHARSET_WIN??? should I use for my text file in Windows in case of latin letter to accomodate the maximum number of accents (German, Italian, Danish, French...)?
- 2) do I need to convert even under Linux to prevent this problem?

I have no experience on this matter.

Luigi
