Subject: Re: UTF-8 Encoded src files and vc10free Chinese edition
Posted by mirek on Thu, 13 Oct 2011 18:24:55 GMT
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LeiMing wrote on Tue, 11 October 2011 01:40Hello,

I'm using ultimate++ 3211 under windows 7 chinese, the compilers are visual c++ 2003 toolkit (compiler updated with the files extracted from vc2003 sp1) w/ win2003 psdk and visual c++ 2010 express sp1 w/ winsdk 7.0.

The application I'm working on has many strings written in Chinese. It works well with visual c++ 2003 toolkit compiler (english) but when turned to the vc10 chinese compiler, errors come out. The error messages are also shown in human-unreadable forms (it should be in chinese with native encoding like gbk, but I guess it's mis-decoded).

maybe vc7.1 compiler and vc10 compiler work in different ways or vc compiler english and vc compiler chinese work in different ways to recognize the encoding of source code files.

after I tried converting the source code files into utf8 with bom from utf8 without bom, the compiler works. But when open it in theIDE, the very first character is abnormal.

So I wonder if it could be solved in next release version. now it works with source code encoded in utf8 without bom mark but vc10free chinese compiler doesn't support this (it requires the bom mark).

this is the one I wrote for test.
http://173.224.214.51/ftp/test2.7z
It works with vc7.1 english compiler but failed in vc10 chinese compiler

Well, this is an issue we are fighting with for some time now.

We have solved it as long as you are using i18n system of U++.

Finding that BOM fixes the issue as well is a good find and I guess we should consider this for the next release.

Anyway, one thing I am afraid about is how other compilers would react to BOM? What does GCC say about it? (We now unfortunately included Watcom builder as well - how does it react to BOM?).

Mirek