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Subject: Re: MSC8 compile error "Button Example"

Posted by [yoco](#) on Fri, 14 Jul 2006 12:44:39 GMT

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I solved this problem.

The problem caused by the default charset in Taiwan is Big-5 (similar with iso-8895-1).

In far-east country, their words are more than 255,  
far more than a byte can represent,  
so sometimes they have to combine two bytes to represent one word.

In this charset,

If the ASCII of a char is smaller than 127, it will be treated as a normal ANSI char.

If the ASCII of a char is bigger than 128, it will be combined with the next char to represent one far-east word.

A segment of the Ctrl.iml file

In standard ANSI, it looks like this

but in Big-5 charset, it is...

The second quote which to close the string literal,  
was combined with the previous byte to present one far-east word,  
because the previous byte is bigger than 128.

Since there are no quote to close the string literal,  
so it raised a C2001 compile error in MS VC++.

I had written a simple program to translate the original .iml file to a new one,  
by replacing bytes bigger than 128 to OCT string literal form.

Recompile, and everything is fine.

I hope this may be helpful to you.

PS. the simple program.

```
int main( int args, char* argv[] )
{
    string fn = argv[1] ;
    ifstream fin ( fn.c_str() ,ios_base::binary ) ;
    if ( !fin ) { cout << fn << " not exist!" << endl ; return 0 ;}

    string cmd( "copy" ) ;
    cmd = cmd + " " + fn + " " + fn + ".bak" ;
    system ( cmd.c_str() ) ;

    fin.close() ;
    fin.open( (fn+".bak").c_str() ) ;

    ofstream fout(fn.c_str()) ;

    char buf [5] = "\\\" ;
    unsigned char ch ;
    while ( fin.get((char&)ch) ) {
        if ( ch<128 ) { fout.put(ch) ; }
        else {
            buf[1] = '0' + ch/64 ;
            buf[2] = '0' + (ch%64)/8 ;
            buf[3] = '0' + ch%8 ;
            fout << buf ;
        }
    }
}
```