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Subject: Re: some non-english characters don't display

Posted by [mirek](#) on Sat, 05 Aug 2006 15:04:39 GMT

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There are two encoding settings that get into the action when you develop your app:

First, there is encoding used to edit the file. However, for the app running, text is just a sequence of bytes; it needs to know how to interpret it.

U++ is basically Unicode/UTF-8 system (most of internal processing ends as unicode). Anyway, as in the real life things are never as simple (e.g. we have to maintain legacy apps in Win-1250 , you can set the "default charset" and most string literals are then converted from it (somewhere in DrawText)).

Long story short, please try

```
SetDefaultCharset(CHARSET_WIN1251)
```

I guess you will also need set the language, so you can do both using

```
SetLanguage(LNGC_('R', 'U', 'R', 'U', CHARSET_WIN1251));
```

BTW, maybe even better is to stay with utf-8, which is "default default encoding", as long as you are not concerned with "external" troubles.

Mirek

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