Subject: Re: How to display several languages without translation files?
Posted by fudadmin on Tue, 08 Aug 2006 17:24:32 GMT

luzr wrote on Sun, 06 August 2006 07:26

Oooops. Looks like my explanation about "default-default" charset was wrong.... Perhaps because of backward compatibility, default-default is WIN1252 (which AFAIK is equal to ISO-8859-1) - code-pages used in US.

So what you need to do is SetDefaultCharset(CHARSET_UTF8); at the start of your code.

(Should I change this?)

There is no need to play with ToUnicode then, just use the UTF-8:

```
chrset::chrset()
{
 CtrlLayout(*this, "Window title");



}

GUI_APP_MAIN
{
 SetDefaultCharset(CHARSET_UTF8);
 chrset().Run();
}
```

Mirek

Thanks! At last (I think...) I understand
===
U++, when compiling, doesn't use the same "brain part" which U++ editor uses... and doesn't know which encoding comes to its "mouth".
When compiling, you have to tell U++ "brain" which "mouth" to open by telling explicitly SetDefaultCharset(...).

Then you can manipulate the "digesting process" (and different "output products") with ToCharset, ToUnicode, ToUtf... etc.
===
Conclusive tip: To have WYSIWYG (what you see is what you get) you have to have the same encoding (eg. UTF8) for your file and SetDefaultCharset(...).
===

The scope of SetDefaultCharset(...) is your application (not package).
===
Is everything correct?

[P.S.Edited according to below...]