
Subject: Re: How to display several languages without translation files?

Posted by [mirek](#) on Tue, 08 Aug 2006 18:29:23 GMT

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Beware, scope of SetDefaultCharset is the whole application (I cannot imagine how to limit its scope to package only....)

I guess this needs more explainint.

DefaultCharset is single global variable. Value of this variable is used on a couple of absolutely critical places to convert char to wchar and back when no explicit charset (codepage) is specified, namely:

String <-> WString

host OS text (e.g. filesystem names)

text translations via t_ function (all translations are stored in UTF-8, t_ translates them to current default charset).

Maybe I forgot something, but these three points are mostly enough to have your app in any encoding you need.

Speaking about UTF-8, note that U++ UTF-8 has a little "improvement" - standard UTF-8 has problem as not every combination of bytes is valid UTF-8 text (means you can have "UTF-8 format errors").

This causes stupid problem for UTF-8 capable editors (e.g. the source editor in TheIDE) - if you have a file that contains multiple encodings (why not...), you cannot open it in the editor.

Therefore, U++ extends UTF-8 to cover these cases by encoding "errors" using "Unicode private area" - 0xee00 - 0xeeff. This way, you can load and save such files without problems. (Nice name for this format is therefore UTF-8EE - could mean "error extension" and is the same as hex address

Mirek
