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Subject: Can't Ultimate++ use Japanese?

Posted by [kurete](#) on Thu, 03 Mar 2016 20:01:03 GMT

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Hello.

I want to use japanese.

However, When I tried the following sample cord, I brought about an error.

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN {
```

```
}
```

error

Can't Ultimate++ use Japanese?

If it's impossible, I'd like to make sure that you can participate in Ultimate++'s developments and use Japanese.

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