Subject: misalligned special characters
Posted by forlano on Tue, 22 Aug 2006 09:24:01 GMT
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Hello,

the holiday is finished and the work already started.
I've a problem with Italian accented characters. I mean, they look OK, but semms that a blank space is eat at their right. Please have a look to the screenshot below taken from a LineEdit.

same occur with special German characters, some user said.

Then I've another example in CtrlArray:

This is where I set the language and charset:

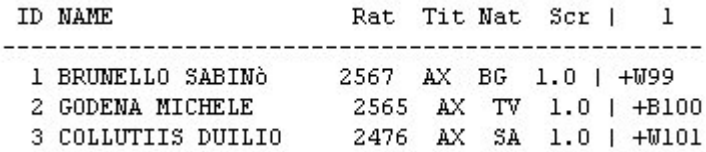
```
void  ReadConfigFile()
{ VectorMap<String, String> cfg = LoadIniFile("./vega.cfg");
  String recentdir = cfg.Get("RECENTDIR", Null);
  String language  = cfg.Get("LANGUAGE", Null);
  String pathDB  = cfg.Get("PATHDB", Null);
  TD.PATHDIR = recentdir;
  TD.LANGUAGE = language;
  TD.PATHDIRDB = pathDB;
  SetDefaultCharset(CHARSET_UTF8);
  if      ( language == "IT-IT" ) SetLanguage( LNG_('I','T','I','T') );
  else if ( language == "DE-DE" ) SetLanguage( LNG_('D','E','D','E') );
  else if ( language == "FR-FR" ) SetLanguage( LNG_('F','R','F','R') );
  else if ( language == "ES-ES" ) SetLanguage( LNG_('E','S','E','S') );
  else if ( language == "PT-PT" ) SetLanguage( LNG_('P','T','P','T') );
  else if ( language == "RU-RU" ) SetLanguage( LNG_('R','U','R','U') );
  else if ( language == "PT-PT" ) SetLanguage( LNG_('p','T','P','T') );
  else SetLanguage( LNG_('E','N','U','S') );   // default English
}
```

Any suggestion? (using 607-dev1)

Luigi

File Attachments

1) ss_12.jpg, downloaded 3365 times



2) ss_13.jpg, downloaded 3421 times



Bo.	White Player		Black Player		IDW-IDE	Result
1	GARUFI NATALE	(1.0)	BRUNELLO SABINò	(1.0)	82- 1	...
2	GODENA MICHELE	(1.0)	LUZI ALESSANDRO	(1.0)	2- 81	...
3	MOSCARDI DANIEL	(1.0)	COLLUTIIS DUILIO	(1.0)	79- 3	...