
Subject: CHARSET_UTF8 not working?

Posted by [rafiwui](#) on Tue, 11 Jul 2017 11:22:59 GMT

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Trying to make an internationalized application I came across an issue when I tried sth in czech language:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define TFILE <main/test.t>
#include <Core/t.h>

GUI_APP_MAIN
{
    SetLanguage(LNG_CZECH);
    SetDefaultCharset(CHARSET_UTF8);
    TopWindow app;
    app.SetRect(0, 0, 200, 20);
    app.Title(t_("Application"));
    app.Run();
}
```

test.t:

```
T_("Application")
```

Running this results in the following output:

When I comment out
SetDefaultCharset(CHARSET_UTF8);
it works perfectly:

But it only works when I have my language set to czech and that is not what I want to achieve.

Am I missing sth here? And how can I get UTF8/Unicode to work properly?

File Attachments

1) [Upp1.PNG](#), downloaded 854 times



2) [Upp2.PNG](#), downloaded 782 times

přihláška ×
