Subject: Re: CHARSET_UTF8 not working?
Posted by rafiwui on Fri, 21 Jul 2017 13:16:19 GMT

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Oblivion wrote on Fri, 21 July 2017 14:44

As you know, U++ *.t files are meant be used for localization. But you don't really need use the English versions of the strings as default (or at all).

if in the *.cpp file you can simpyl write:

This will make it the default string (the string to be localized, if needed.).

Two points on this:
1. I learned that it is no good programming style to put non-ASCII letters in pure source code ;) :)
2. But I want a multinational application, so I need different language support and I don't know how to achieve this in this way.

Oblivion wrote on Fri, 21 July 2017 14:44

Also you don't need to call:

SetDefaultCharset(CHARSET_UTF8);

UTF8 is/should be enabled by default. This function is to support legacy applications.

It is even more curious that the string got "destroyed" then.
By the way: If I do it the way you showed me (put the czech string in the code) and don't uncomment the SetDefaultChar it works.
But why? Why doesn't it take the string correctly from the .t file but from the source code?