Subject: CJK support
Posted by Anonymous on Wed, 23 Aug 2006 15:03:19 GMT
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luzr wrote on Wed, 23 August 2006 06:08P.S.: Looking at the image you posted

- looks like U++ is able to support chinesse in the end

- you are using 605 version ("stable"). There are many improvements in current "dev" version, maybe you could try it in parallel.

Mirek

yes,as you have seen,display chinese is ok with setting:"SetDefaultCharset(CHARSET_UTF8);" TheIDE do has some thing not compatible with Chinese,include file choser and following attatch:

File Attachments

1) chn.PNG, downloaded 2445 times

```
App::App()
{
	//a.SetLabel("生灵");
	//b.SetLabel("比较");
	//c.SetLabel("不错");
	//d.SetLabel("好赞");
	h.Horz(a, b);
	//v << c<< b << d;
	//v.Vert();
	Add(h.SizePos());
	h.SetPos(2000,0);
	h.SetFrame(ThinInsetFrame());
	Sizeable().Zoomable();
	Maximize();
	Title("Netpath");
	//d <<= callback(this, &App::Toggle);
	AddFrame(menu);
	AddFrame(TopSeparatorFrame());
	AddFrame(toolbar);
	AddFrame(statusbar);
	numbers_enabled = false;
	menu.Set(THISBACK(MainBar));
	toolbar.Set(THISBACK(MainTool));
}


GUI_APP_MAIN
{
	SetDefaultCharset(CHARSET_UTF8);

	App().Run();
}
```