
Subject: Re: Problem with menu accelerators
Posted by [Novo](#) on Wed, 03 Oct 2018 15:15:00 GMT
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mirek wrote on Wed, 03 October 2018 03:26

Anyway, accelerators are inserted as UTF8 unicode characters. This looks like this UTF8 is not interpreted correctly. Is your app running in CHARSET_UTF8?

Actually, it was running in CHARSET_WIN1250.

I was calling SetDefaultCharset(CHARSET_WIN1250), probably, for historical reasons.

I guess UPP shouldn't rely on default charset in places like menu accelerators.
