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Subject: Re: Problem with menu accelerators  
Posted by [mirek](#) on Wed, 03 Oct 2018 15:42:52 GMT  
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Novo wrote on Wed, 03 October 2018 17:15mirek 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.

That would be hard to integrate ("shouldn't rely" part).

I think we should just deprecate SetDefaultCharset.

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