Subject: Re: Problem with menu accelerators
Posted by mirek on Wed, 03 Oct 2018 15:42:52 GMT

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.