
Subject: Re: Localisation clarifications

Posted by [mirek](#) on Fri, 22 Sep 2006 09:07:49 GMT

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lundman wrote on Thu, 21 September 2006 20:28

That I have:

```
# file lang.t
```

```
lang.t: UTF-8 Unicode C++ program text
```

```
# echo LC_CTYPE
```

```
ja_JP.UTF-8
```

```
# head lang.t
```

```
T_("Engine Connect")
```

```
svSE("Engine Anknyta")
```

But, I suspect it IS working, but because it no longer (automatically?) changes to use the correct font, it just shows square boxes. Why did it pick the right font when no jaJP was defined? (Even though the app itself had no Japanese, it worked when I printed Japanese file names). Once I add jaJP, it no longer does.

Before (notice the wide/2byte font)

<http://netbsd.interq.or.jp/~lundman/UFxp5.jpg>

After (notice thin normal font, which I could also get if I unsetenv LC_CTYPE in the old build)

<http://netbsd.interq.or.jp/~lundman/UFxp6.jpg>

Well, this really looks like wrong font used. Frankly, I am becoming a kind of desperate about X.org / *X desktop environment font settings...

Anyway, you can try to solve the problem by `Draw::SetStdFont` - at least we will know what is going on...