
Subject: Re: 32 bit wchar merged
Posted by [pvictor](#) on Mon, 13 Dec 2021 11:42:02 GMT
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Hello!

I've found an error in displaying Cyrillic characters in latest U++ releases.
Here's a testcase:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    void Paint(Draw& w) {
        ImagePainter ip(GetSize());
        ip.DrawRect(GetSize(), White());

        ip.DrawText(10, 10, s);    // OK

        String s2 = ToCharset(CHARSET_WIN1251, s);
        ip.DrawText(10, 50, s2, CHARSET_WIN1251); // draws rectangles instead of letters

        Image im = ip;
        w.DrawImage(0, 0, im);
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```

It works fine under U++ 15947.
Platform: Linux Mint.

Best regards.
Victor