
Subject: Re: 32 bit wchar merged

Posted by [mirek](#) on Mon, 13 Dec 2021 22:06:23 GMT

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pvictor wrote on Mon, 13 December 2021 12:42Hello!

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

Well, I was planning to remove that DrawText variant with charset, looks like I will just deprecate it then. Fixed.
