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Subject: Re: Can't compile Controls4u from UppHub  
Posted by [dschoni](#) on Wed, 28 Sep 2022 08:17:37 GMT  
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Hi there ...

In the end I made it.  
I had to replace any WString trough Vector<WCHAR>.

As example:

```
Vector<WCHAR> wfileName = ToSystemCharsetW(String(fileName));  
wfileName.Add(0);  
FILE *fp = _w fopen(wfileName, L"rb");  
//FILE *fp = _w fopen(fileName.ToWString(), L"rb");
```

(Functions4U.cpp and more ...)

Wow, this was hard work! But now it works perfectly.

Best Regards  
dschoni

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