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Subject: A temporary solution to garbled code in U++applications built through MSVC

Posted by [Izjaiwl](#) on Sun, 05 Nov 2023 14:18:31 GMT

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Currently, U++uses MSVC to build applications, which can easily lead to garbled Chinese due to encoding format issues.

The temporary solution is as follows:

Step 1:

Open the 'Main package configuration' option to increase 'BUILD\_CHARSET' flag.

Step 2:

Find the file that defines' # pragma setlocation ('C ') and modify it to:

```
#ifndef flagBUILD_CHARSET
#pragma setlocale("C")
#endif
```

Step 3:

Open the 'Package organizer' option to create a new 'Compiler options',and add compilation instructions '/source-charset:utf-8','/execution-charset:utf-8'.

Using MSVC to build applications will prevent the occurrence of Chinese garbled code. Of course, there are other bugs that have not been further tested yet.

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#### File Attachments

1) [1.jpg](#), downloaded 338 times

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