Subject: windows console utf-8 output problem
Posted by lobster on Fri, 23 Jun 2017 02:35:42 GMT
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Hello.

I am totally new to UPP.
Trying a console app with utf-8 output.
Following piece of code does not work in windows console:

```
CONSOLE_APP_MAIN
{
   CoutUTF8();
   Cout() << "èèâü";
}
```

output is garbage in cmd console.
However, I checked in console properties that code page is indeed 65001 (utf-8)
As a note no problem in a takecommand console or conemu console.
Any idea ?

Is this related to the following TODO note in Stream.h :

```
 void Put0(int w) {
#ifdef PLATFORM_WIN32
  buffer.Cat(w);
  if(CheckUtf8(buffer)) { // TODO: Use W api
```

Thanks.

Subject: Re: windows console utf-8 output problem
Posted by lobster on Fri, 23 Jun 2017 12:07:25 GMT
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Ok found the problem.
My mistake.
It has nothing to do with upp.
I forgot to set a font which has extended character set like Lucida Console.
When done everything is fine.
Sorry about the useless post

Paul.