## Subject: CHARSET_UTF8 not working?
Posted by rafiwui on Tue, 11 Jul 2017 11:22:59 GMT

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Trying to make an internationalized application I came across an issue when I tried sth in czech language:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define TFILE <main/test.t>
#include <Core/t.h>

GUI_APP_MAIN
{
    SetLanguage(LNG_CZECH);
    SetDefaultCharset(CHARSET_UTF8);
    TopWindow app;
    app.SetRect(0, 0, 200, 20);
    app.Title(t_("Application"));
    app.Run();
}
```

test.t:

```
T_("Application")
```

Running this results in the following output:

When I comment out
SetDefaultCharset(CHARSET_UTF8);
it works perfectly:

But it only works when I have my language set to czech and that is not what I want to achieve.

Am I missing sth here? And how can I get UTF8/Unicode to work properly?

File Attachments
1) Upp1.PNG, downloaded 691 times
2) Upp2.PNG, downloaded 622 times

Subject: Re: CHARSET_UTF8 not working?
Posted by rafiwui on Fri, 21 Jul 2017 09:40:16 GMT
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Anyone willing to help me with this?

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Subject: Re: CHARSET_UTF8 not working?
Posted by Oblivion on Fri, 21 Jul 2017 09:57:44 GMT
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Hello rafiwui,

Quote:wui
Anyone willing to help me with this?

Sure :)

But please provide us a simple testcase (example code (packed preferably with zip)) that isolates the problem, so that we can examime it on our machines.

Best regards,
Oblivion

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Subject: Re: CHARSET_UTF8 not working?
Posted by rafiwui on Fri, 21 Jul 2017 10:07:32 GMT
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Sorry I thought my codesnippet would be enough because it is such a small example.
Here comes the zip  :)

```
File Attachments
1) UTF_Bug_Rafiwui.7z, downloaded 328 times
```

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Subject: Re: CHARSET_UTF8 not working?
Posted by Oblivion on Fri, 21 Jul 2017 12:44:14 GMT
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Hello rafiwui,

I don't see antyhing wrong with the code or U++.

Quote:]But it only works when I have my language set to czech and that is not what I want to achieve.

---

As you know, U++ *.t files are meant be used for localization. But you don't really need use the English versions of the strings as default (or at all).

if in the *.cpp file you can simpyl write:


This will make it the default string (the string to be localized, if needed.).

Also you don't need to call:

SetDefaultCharset(CHARSET_UTF8);

UTF8 is/should be enabled by default. This function is to support legacy applications.

Best regards,
Oblivion

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## Subject: Re: CHARSET_UTF8 not working?
Posted by rafiwui on Fri, 21 Jul 2017 13:16:19 GMT
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Oblivion wrote on Fri, 21 July 2017 14:44

As you know, U++ *.t files are meant be used for localization. But you don't really need use the English versions of the strings as default (or at all).

if in the *.cpp file you can simpyl write:


This will make it the default string (the string to be localized, if needed.).


Two points on this:
1. I learned that it is no good programming style to put non-ASCII letters in pure source code ;) :)
2. But I want a multinational application, so I need different language support and I don't know how to achieve this in this way.


Oblivion wrote on Fri, 21 July 2017 14:44

Also you don't need to call:

SetDefaultCharset(CHARSET_UTF8);

UTF8 is/should be enabled by default. This function is to support legacy applications.


It is even more curious that the string got "destroyed" then.
By the way: If I do it the way you showed me (put the czech string in the code) and don't uncomment the SetDefaultChar it works.
But why? Why doesn't it take the string correctly from the .t file but from the source code?

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## Subject: Re: CHARSET_UTF8 not working?
Posted by Oblivion on Fri, 21 Jul 2017 15:12:10 GMT
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Quote:
1. I learned that it is no good programming style to put non-ASCII letters in pure source code.


Fair point. But not necessarily true. But that's another story... :)

Quote:
2. But I want a multinational application, so I need different language support and I don't know how to achieve this in this way.



I've attached a simple example which changes the app title, and static text to English, Czech, and Turkish, using a droplist. Maybe it'll give you an idea.


Quote:But why? Why doesn't it take the string correctly from the .t file but from the source code?


It does. But *.t files are AFAIK component/application-wide, and applied on initialization (not sure about the latter though). It'll pick up the Czech version of the strings only when the language is set to Czech (or the default strings are in Czech).



File Attachments
1) InternationalizedApp.zip, downloaded 322 times

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