Subject: FileSelector charset problem - patch
Posted by zsolt on Mon, 23 Jan 2006 00:10:51 GMT
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The problem is that windows dialogs are using their own system encoding and it looks ugly to pass them utf-8 strings.
The attached patch can resolve this problem (I hope so).
An other comment: filedir variable was not really used, so I removed it.

File Attachments
1) FileSelectorCharset.patch, downloaded 1747 times

Subject: Re: FileSelector charset problem - patch
Posted by zsolt on Tue, 24 Jan 2006 00:18:10 GMT
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Hello, I can see, that you have applied theese to the new snapshot, but it has a problem yet.
In the original patch I used a temporary String object (title) to store the buffer of ofn.lpstrTitle. This is because lpstrTitle is a pointer only, not a String object. Setting him to something on stack is a bug.
So it works now buggy, showing some rubbish text from the stack on the FileSelector dialog title.
Could you change it to the original way?

Subject: Re: FileSelector charset problem - patch
Posted by zsolt on Tue, 24 Jan 2006 00:23:40 GMT
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I mean this way would be correct:

```
String title;
if(dlgtitle)
 title = ToSystemCharset(dlgtitle);
else if(open)
 title = ToSystemCharset(t_("Open.."));
else
 title = ToSystemCharset(t_("Save as"));
ofn.lpstrTitle = ~title;
```

Subject: Re: FileSelector charset problem - patch
Posted by mirek on Tue, 24 Jan 2006 09:52:57 GMT
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Ooops, sorry. I must have beed sleepy....

Well, maybe it would be better to post patches as complete files. I have still a problem finding a tool for them that I would like. With complete file I would just used GUI tool to compare patch with original file and then copy patch over....

MIrek

Subject: Re: FileSelector charset problem - patch
Posted by zsolt on Tue, 24 Jan 2006 10:09:23 GMT
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OK, than I will post complete files as my patches.
