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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

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1) [FileSelectorCharset.patch](#), downloaded 1678 times

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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 these 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?

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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;
```

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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

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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.

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