

---

Subject: Problem with non-English dirs

Posted by [Mindtraveller](#) on Mon, 13 Aug 2007 20:55:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello!

On my Windows XP, I've put my package files to some folder, which name is non-English. So, when I try to build my app, MSC8 compiler says:

```
----- CtrlLib ( GUI MT MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 1 / 9)
```

```
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp  
ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl.cpp Drop
```

```
Box.cpp DropList.cpp DropPusher.cpp DropChoice.cpp Static.cpp Splitter.cpp FrameSplitter.cpp  
SliderCtrl.cpp ColumnList.cpp Progress.cp
```

```
p AKeys.cpp RichTextView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp Bar.cpp MenuBar.cpp  
ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cp
```

```
p TreeCtrl.cpp DlgColor.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp  
PrinterJob.cpp Windows.cpp Win32.cpp TrayIconWin32
```

```
.cpp TrayIconX11.cpp CtrlUtil.cpp Update.cpp LNGCtrl.cpp Ch.cpp ChGtk.cpp  
$blitz.cpp
```

```
c1xx : fatal error C1083: Cannot open source file:
```

```
Il.Gui.Mt\blitz.cpp': No such file or directory
```

```
ChWin32.cpp
```

```
C:\Program Files\UPP\uppsrc\CtrlLib\ChWin32.cpp : fatal error C1033: cannot open program  
database
```

```
lib-1.pdb'
```

```
CtrlLib.icpp
```

```
C:\Program Files\UPP\uppsrc\CtrlLib\CtrlLib.icpp : fatal error C1033: cannot open program  
database
```

```
rllib-1.pdb'
```

It seems like somehow IDE conflicts with international folder names. I would appreciate any useful recommendations on solving this problem.

---

---

Subject: Re: Problem with non-English dirs

Posted by [mirek](#) on Fri, 17 Aug 2007 17:43:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Obviously, the simple solution is not to use non-english characters in your development paths, but I guess it is not what you wanted to hear

Well, as the first step, you can try to activate "Setup/Verbose"; TheIDE will then print

commandlines it uses.

---