
Subject: Locale troubles with UPP
Posted by [lundman](#) on Fri, 03 Mar 2006 03:26:25 GMT
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We have come across some locale issues when trying to use UPP.

On Windows XP, running in Japanese locale, we can not compile the Core due to:

1. warnings from msc 8 about wrong codepage for .iml and .t files
2. codepage 1252 strings interpreted as containing newlines by codepage 932, resulting in errors

In particular, IMAGE_SCAN part.

You can change the locale to English to compile, but that is not a solution for us as many of our Japanese apps will then fail. Alas, make clean also cleans Core!

These issues do not occur if you use mingw.

C# Compiler has a /codepage= switch, but vc8 does not.

3. (low severity) NetBSD with LC_CTYPE=ja_JP.UTF-8

All applications (exmples) with a layout, seems to double the width of all widgets, making the frame double in width beyond my desktop. Can not be Zoomed smaller (in width). Unsetting locale result in normal behavior.

Subject: Re: Locale troubles with UPP
Posted by [zsolt](#) on Fri, 03 Mar 2006 06:37:46 GMT
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You can try using normal translation infrastructure: Write your app in english and translate using that .t files.

Subject: Re: Locale troubles with UPP
Posted by [mirek](#) on Fri, 03 Mar 2006 09:07:49 GMT
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[quote title=lundman wrote on Thu, 02 March 2006 22:26]
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These issues do not occur if you use mingw.

C# Compiler has a /codepage= switch, but vc8 does not.
[/quite]

In fact, this is one thing I am totally puzzled about MSC8. I have encountered this problem in another context already, seems like MSC8 decided to do some quite strange games with local and character literals (while all other compilers known to me simply take the content of character literal as it is and as expected).

Please, I would need somebody to investigate this strange issue!

Quote:

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Hm, interesting moment - U++ meets far east...

Mirek

Subject: Re: Locale troubles with UPP
Posted by [lundman](#) on Sat, 04 Mar 2006 12:07:01 GMT
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Definitely a problem with VC8. Nothing I can do, besides changing Windows back to English completely, will let me compile the Core, let alone HelloWorld.

This appears to be a bug with VC8. When we tried with 7.1 it works fine. Please don't drop support for this yet. There was a mention on MS-KB that maybe something like AppLocale.exe

could fix it, but I do not have the patience to deal with Windows.

Subject: Re: Locale troubles with UPP
Posted by [mirek](#) on Sat, 04 Mar 2006 12:36:28 GMT
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lundman wrote on Sat, 04 March 2006 07:07
Definitely a problem with VC8. Nothing I can do, besides changing Windows back to English completely, will let me compile the Core, let alone HelloWorld.

This appears to be a bug with VC8. When we tried with 7.1 it works fine. Please don't drop support for this yet. There was a mention on MS-KB that maybe something like AppLocale.exe could fix it, but I do not have the patience to deal with Windows.

What a pity... Could you at least provide a link to that MS-KB article?

Mirek

Subject: Re: Locale troubles with UPP
Posted by [lundman](#) on Mon, 06 Mar 2006 05:28:27 GMT
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I went back to this. They recommended applocale, which might work, if you run XP, but is not supported on Win2k.

I tried various methods of wrapping IDE, etc, with .bat files that first set the codepage, #pragma for codepage, and setlocale() but nothing lets me compile upp.

We are forced to stay 7.1 until MS can solve it.

Lund

Subject: Re: Locale troubles with UPP
Posted by [mirek](#) on Mon, 06 Mar 2006 06:53:25 GMT
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lundman wrote on Mon, 06 March 2006 00:28

I went back to this. They recommended applocale, which might work, if you run XP, but is not supported on Win2k.

I tried various methods of wrapping IDE, etc, with .bat files that first set the codepage, #pragma for codepage, and setlocale() but nothing lets me compile upp.

We are forced to stay 7.1 until MS can solve it.

Lund

After some research... have you tried

```
#pragma setlocale("C")
```

?

Place it somewhere into Core/Core.h or Core/Defs.h...

This info indicates it should help...:

http://www.openoffice.org/issues/show_bug.cgi?id=36782

I would gladly place it into Core.h....

Mirek
