
Subject: Console encoding for localized compilers
Posted by [Shire](#) on Wed, 25 Nov 2009 03:48:54 GMT
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Not so far Microsoft released Russian version of Visual Studio.
All compiler messages are in russian, and shows as spaces in TheIDE console window.

```
ide/Console.cpp:  
int Console::Flush():  
  
...  
> slot.process->Read(s);  
> if(!IsNull(s)) {  
>     done_output = true;  
+ #ifdef PLATFORM_WIN32  
+     s = FromSystemCharset(s);  
+ #endif  
...
```

This fix can resolve problem, but side effects can appear.
And other localized tools (non-Microsoft, CP866-based) may require FromOEMCharset() function instead.

Subject: Re: Console encoding for localized compilers
Posted by [Shire](#) on Wed, 25 Nov 2009 04:35:47 GMT
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Yes, ARM4 compiler from same Visual Studio requires FromOEMCharset() for it's localized messages...
One way is to add encoding option in "Build methods" page, other way is don't use localized compilers.
