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.