
Subject: Bug?: Command line arguments passing problem (Windows)

Posted by [kov_serg](#) on Fri, 29 Jan 2010 14:10:13 GMT

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Upp-1824-Win32

When I pass program paths with russian letters (cp1251) program have very strange strings from CommandLine()

Windows assign arguments in cp1251 not utf8. So if I pass arguments from IDE Debug/Run options/programm arguments. It works.

But when I drag and drop file on my exe. Windows send command line in 1251. So program could not find files.

In CtrlCore/CtrlCore.h function int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPTSTR lpCmdLine, int nCmdShow) has different behaviour for WINCE and !WINCE

```
...
1735 #ifdef PLATFORM_WIN32
...
1740 #ifdef PLATFORM_WINCE
...
1745 int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPTSTR lpCmdLine, int
nCmdShow) \
...
1748 UPP::coreCmdLine__() = UPP::SplitCmdLine__(UPP::FromSystemCharset(lpCmdLine)); \
...
1761 #else
...
1763 #define GUI_APP_MAIN \
...
1766 int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPSTR lpCmdLine, int
nCmdShow) \
...
1769 UPP::coreCmdLine__() = UPP::SplitCmdLine__(lpCmdLine); \
...

```

Why line 1748 differ from 1769 ?

If I change line 1769 adding FromSystemCharset it works fine in windows.

Is it bug or feature?

Subject: Re: Bug?: Command line arguments passing problem (Windows)

Posted by [mirek](#) on Fri, 29 Jan 2010 18:47:07 GMT

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Patch applied...

Subject: Re: Bug?: Command line arguments passing problem (Windows)

Posted by [kov_serg](#) on Fri, 29 Jan 2010 19:05:36 GMT

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And how about command line:

```
uppsrc\ide\Debug.cpp
```

```
...
```

```
80: cmdline << runarg;
```

```
...
```

Should it be converted from utf into os code page?

Subject: Re: Bug?: Command line arguments passing problem (Windows)

Posted by [mirek](#) on Sat, 30 Jan 2010 09:47:11 GMT

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Yes. Patch applied.
