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Subject: charset conversion

Posted by [abductee](#) on Thu, 25 Mar 2010 18:20:43 GMT

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hi,  
ich have the problem that stuff i derive from a line edit seems to be utf8, but i'd like to have it in unicode... can't i tell string shomehow easily to reencode itself?  
( because it breaks german "umlauts" )

a littele example to show the problem:

```
#include <CtrlLib/CtrlLib.h>
#include <windows.h>

using namespace Upp;
struct MyAppWindow : TopWindow {
    Button button;
    LineEdit ed;
    void Click() {
        String s = ~ed;
        const char *t = s;
        MessageBox(0,t,"text as char",MB_OK);
    }
    typedef MyAppWindow CLASSNAME;
    MyAppWindow() {
        Title("My application with button");
        Add(ed.TopPos(20,100).LeftPos(100,100));
        Add(button.LeftPos(100, 100).TopPos(120, 30));
        button.SetLabel("Render Text");
        Sizeable();
        button <<= THISBACK(Click);
    }
};
```

```
GUI_APP_MAIN
{
    MyAppWindow app;
    app.Run();
}
```

p.s.: please don't tell me to use PromtOK insted of MessageBox, this is just en example to illustrate the problem

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## File Attachments

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1) [conv.jpg](#), downloaded 597 times

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Subject: Re: charset conversion  
Posted by [Mindtraveller](#) on Thu, 25 Mar 2010 21:09:02 GMT  
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You may use function FromUtf8 to convert from UTF8 to Unicode.

You may see all FromUtf8 functions using Ctrl-J combination which calls dialog. Typing function name part into the dialog entry, you may see ALL available functions containing it's name (i.e. all FromUtf8() functions).

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Subject: Re: charset conversion  
Posted by [abductee](#) on Fri, 26 Mar 2010 12:56:59 GMT  
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aaaaaaand how do i go from WString to char\* ?

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Subject: Re: charset conversion  
Posted by [cbpporter](#) on Fri, 26 Mar 2010 15:55:46 GMT  
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ToUtf8 and other To/From pairs.

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Subject: Re: charset conversion  
Posted by [cbpporter](#) on Fri, 26 Mar 2010 15:58:03 GMT  
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BTW, you are mixing Windows API with U++. This is the source of your problems. PromptOk is the equivalent function for MessageBox.

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Subject: Re: charset conversion  
Posted by [abductee](#) on Fri, 26 Mar 2010 16:25:23 GMT  
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to clarify:

(middle karakter is german umlaut a)

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i get:

42 C3 A4 72 00

i want to get:

42 E4 72 00

cant i tell the String(s) or the LeineEdit to behave in a way that they produce the desired result(Unicode)?

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Subject: Re: charset conversion  
Posted by [mirek](#) on Fri, 26 Mar 2010 17:17:08 GMT  
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U++ and Windows encoding do not need to be the same.

U++ works in utf-8 by default for 8bit chars. Your German windows in Win 1252. You are calling Win32 API for 8-bit chars.

One way around is to use `MessageBoxW` and covert utf-8 to `WString`.

Other way around is to use

```
String ToSystemCharset(const String& src)
```

which would convert to actual 8-bit encoding.

Best way here is probably to use `PromptOK`. But above methods are fine if you need to use API directly.

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Subject: Re: charset conversion  
Posted by [abductee](#) on Fri, 26 Mar 2010 18:19:35 GMT  
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thanks!! `ToSystemCharset` was exactly what i was looking for.