Subject: MultiByte Coding: one half of Chinese chars displayed [BUG?]
Posted by imkow on Mon, 01 May 2006 09:44:24 GMT
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hey i just started to use U++ days ago, not until yesterday i began to examin it seriously. its a wonderful tool by all standards.

but when i trying to type chinese in unicode coding, the IDE failed to display my language properly. It only shows an half of each single character, making me think this a bug.

Would you honorable developers fix this problem for our east users.

regards!

Subject: Re: Bug: MultiByte Coding
Posted by fudadmin on Mon, 01 May 2006 11:36:50 GMT
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if you need only to see in the CodeEditor window and compile your packages with unicode chars, then you can try from Project/PackageOrganizer... menu set Encoding (top left corner). I guess, this way (and language synchronizing) you can compile your language ide as well. (But I'm no prof in this area...)

Subject: Re: Bug: MultiByte Coding
Posted by mirek on Mon, 01 May 2006 11:59:11 GMT
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imkow wrote on Mon, 01 May 2006 05:44hey i just started to use U++ days ago, not until yesterday i began to examin it seriously. its a wonderful tool by all standards.

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Which platform? (Linux/X11 or Win32)?

Frankly, living placed in central europe, I was pretty much aware then not everything will be OK when U++ meats the far east

I will need to investigate how to write chinese characters in TheIDE first and also how they should look like... Will you help? (actully, this is about perfect timing as we are now working on Draw and similar core problems).

Mirek
