Subject: Problem with encoding in Consol
Posted by serbeh on Sat, 08 Mar 2014 04:53:15 GMT
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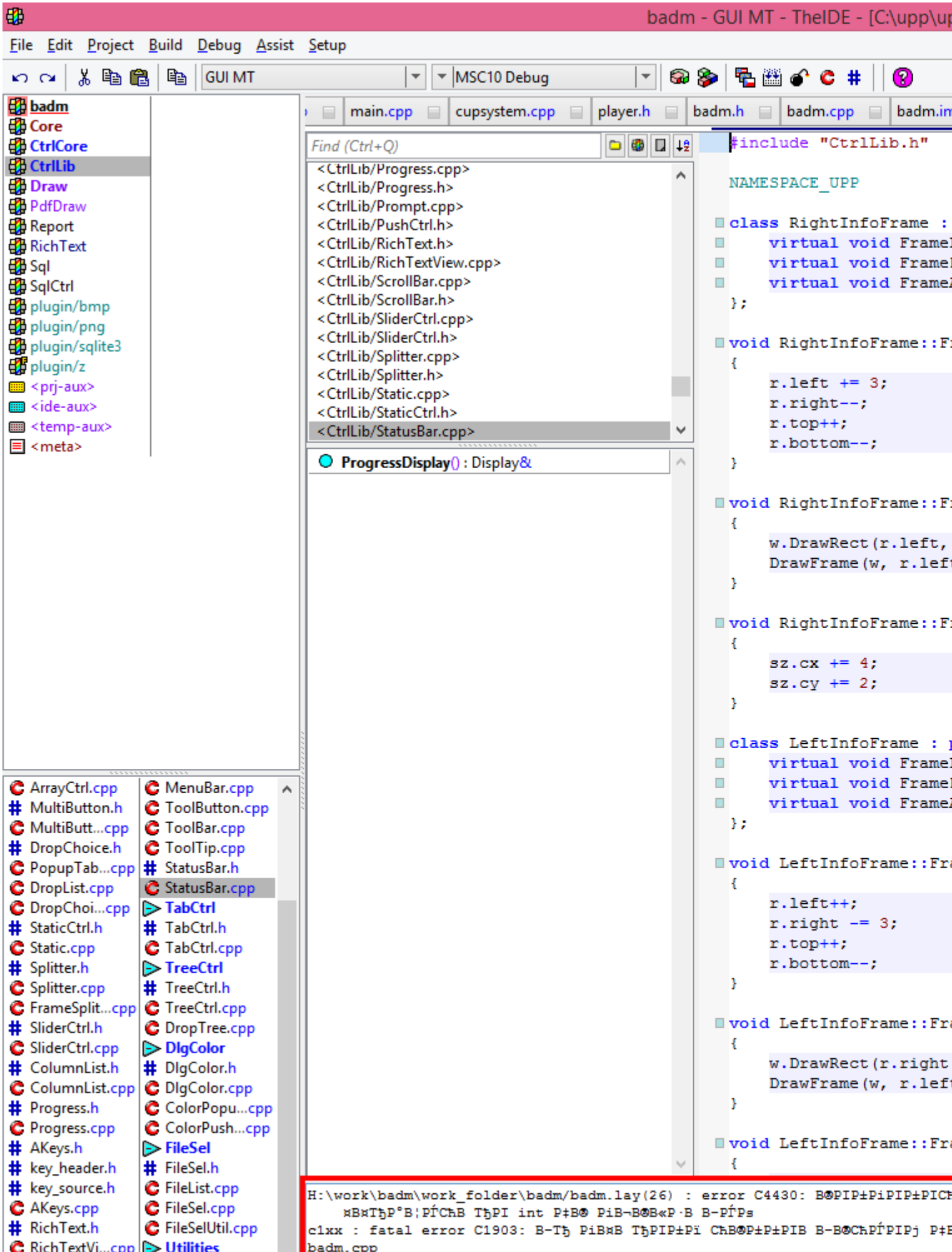
Hello, I have a problem with encoding in TheIDE Consol output. I suppose that it's because my Windows has russian lang as default and TheIDE has try to set russian lang in Consol, but with some fixed encoding without any chance or options to change it. Or I just didn't find that opotion?

File Attachments

1) consol.png, downloaded 535 times


badm - GUI MT - TheIDE - [C:\upp\up
File Edit Project Build Debug Assist Setup
GUI MT
MSC10 Debug
badm
Core
CtrlCore
CtrlLib
Draw
PdfDraw
Report
RichText
Sql
SqlCtrl
plugin/bmp
plugin/png
plugin/sqlite3
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
main.cpp
cupsystem.cpp
player.h
badm.h
badm.cpp
Find (Ctrl+Q)
<CtrlLib/Progress.cpp>
<CtrlLib/Progress.h>
<CtrlLib/Prompt.cpp>
<CtrlLib/PushCtrl.h>
<CtrlLib/RichText.h>
<CtrlLib/RichTextView.cpp>
<CtrlLib/ScrollBar.cpp>
<CtrlLib/ScrollBar.h>
<CtrlLib/SliderCtrl.cpp>
<CtrlLib/SliderCtrl.h>
<CtrlLib/Splitter.cpp>
<CtrlLib/Splitter.h>
<CtrlLib/Static.cpp>
<CtrlLib/StaticCtrl.h>
<CtrlLib/StatusBar.cpp>
ProgressDisplay() : Display&
#include "CtrlLib.h"
NAMESPACE_UPP
class RightInfoFrame :
virtual void Frame
virtual void Frame
virtual void Frame
};
void RightInfoFrame::F
{
r.left += 3;
r.right--;
r.top++;
r.bottom--;
}
void RightInfoFrame::F
{
w.DrawRect(r.left,
DrawFrame(w, r.left
}
void RightInfoFrame::F
{
sz.cx += 4;
sz.cy += 2;
}
class LeftInfoFrame :
virtual void Frame
virtual void Frame
virtual void Frame
};
void LeftInfoFrame::Fra
{
r.left++;
r.right -= 3;
r.top++;
r.bottom--;
}
void LeftInfoFrame::Fra
{
w.DrawRect(r.right
DrawFrame(w, r.left
}
void LeftInfoFrame::Fra
{
ArrayCtrl.cpp
MultiButton.h
MultiButt...cpp
DropChoice.h
PopupTab...cpp
DropList.cpp
DropChoi...cpp
StaticCtrl.h
Static.cpp
Splitter.h
Splitter.cpp
FrameSplit...cpp
SliderCtrl.h
SliderCtrl.cpp
ColumnList.h
ColumnList.cpp
Progress.h
Progress.cpp
AKeys.h
key_header.h
key_source.h
AKeys.cpp
RichText.h
MenuBar.cpp
ToolButton.cpp
ToolBar.cpp
ToolTip.cpp
StatusBar.h
StatusBar.cpp
TabCtrl
TabCtrl.h
TabCtrl.cpp
TreeCtrl
TreeCtrl.h
TreeCtrl.cpp
DropTree.cpp
DlgColor
DlgColor.h
DlgColor.cpp
ColorPopu...cpp
ColorPush...cpp
FileSel
FileSel.h
FileList.cpp
FileSel.cpp
FileSelUtil.cpp
Utilities
H:\work\badm\work_folder\badm/badm.lay(26) : error C4430: B®PIP±PiPIP±PIC
int P‡B® PiB¬B®B«P·B B-PЃPs
c1xx : fatal error C1903: B-Tђ PiB¤B TђPIP±Pi ChB®P±P±PIB B-B®ChPЃPIPj P‡B
badm.cpp