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Subject: Can't Ultimate++ use Japanese?  
Posted by [kurete](#) on Thu, 03 Mar 2016 20:01:03 GMT  
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Hello.

I want to use japanese.

However, When I tried the following sample cord, I brought about an error.

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

using namespace Upp;

GUI_APP_MAIN {

}
```

error

Can't Ultimate++ use Japanese?

If it's impossible, I'd like to make sure that you can participate in Ultimate++'s developments and use Japanese.

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Subject: Re: Can't Ultimate++ use Japanese?  
Posted by [koldo](#) on Fri, 04 Mar 2016 08:11:44 GMT  
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Hello kurete

Welcome to the Forum :).

It seems you compile in Windows with Visual Studio.  
I have tried your example in my computer with european keyboard and I do not get compiling errors:

This error message indicates that in your computer, Visual Studio thinks that there is a newline in the string.

Does anybody know the reason of this error?

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## File Attachments

1) [screen.png](#), downloaded 677 times

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Subject: Re: Can't Ultimate++ use Japanese?

Posted by [mr\\_ped](#) on Fri, 04 Mar 2016 23:55:00 GMT

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Does the MSCC want utf-8, or some weird microsoft encoding?

I would start there, try to setup the IDE to different common japan encodings (vs utf-8 of course), and try it.

Also you may want to try some GCC/CLANG compiler with utf-8, that should work of course, same as under linux.

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Subject: Re: Can't Ultimate++ use Japanese?

Posted by [kurete](#) on Tue, 08 Mar 2016 09:59:59 GMT

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I change the encode to UTF-8 BOM from UTF-8 in TheIDE.

Then Build became possible. However, the character isn't indicated.

Also, TheIDE stop movement when I input Japanese in this state.

TheIDE normally works when inputting Japanese using a copy and paste.

I'm using MSC15 for a Build method

What is this?

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Subject: Re: Can't Ultimate++ use Japanese?

Posted by [deep](#) on Mon, 14 Mar 2016 12:03:59 GMT

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I don't know Japanese,

I used google translate. But created small example.

So Japanese text may not be accurate.

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It is working on my PC

Windows 10 English. MSVC 2015.  
All default settings.

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#### File Attachments

1) [JapaneseText.zip](#), downloaded 288 times

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Subject: Re: Can't Ultimate++ use Japanese?

Posted by [deep](#) on Mon, 14 Mar 2016 12:12:15 GMT

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Modified example with your PromptOK.  
It is compiling and working fine.

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#### File Attachments

1) [JapaneseText.zip](#), downloaded 284 times

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Subject: Re: Can't Ultimate++ use Japanese?

Posted by [kurete](#) on Tue, 15 Mar 2016 22:39:21 GMT

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I'm sorry to be late.

I changed the compiler to MinGW from MSVC 2015 and then that went well.

Also, I was able to use the source code of Mr.deep.

However, I don't know that TheIDE stop movement when the encode is changed and I input Japanese in this state.

Perhaps the cause is my environment. I use Japanese Windows7 32bit.

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Subject: Re: Can't Ultimate++ use Japanese?

Posted by [mr\\_ped](#) on Wed, 16 Mar 2016 09:58:52 GMT

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"TheIDE stop movement" =

1) TheIDE completely stops working (even when you switch back to EN)

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OR

2) TheIDE works, but compilation starts failing? (so the edit did change file encoding to something what compiler does not understand).

What is your setting in: TheIDE -> Setup -> Environment -> tab:Editor -> "Default charset"? (UTF8 should work well with MinGW, does it?)

If the things stop working after entering any japan character, I think there may be another workaround. Create your application with english strings and wrap them immediately for localization, see:

[http://www.ultimatepp.org/srcdoc\\$Core\\$i18n\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$i18n$en-us.html)

But you will probably run into some weird problem there too, if it's already behaving weird with ordinary .cpp files.

So we rather should figure out, what is the problem. :)

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