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.

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?

File Attachments
1) screen.png, downloaded 497 times

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 theIde 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.

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?

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.

It is working on my PC

Windows 10 English. MSVC 2015.
All default settings.

File Attachments
1) JapaneseText.zip, downloaded 195 times

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.

File Attachments
1) JapaneseText.zip, downloaded 186 times

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.

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)

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

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. :)
