Subject: unicode input in edit ctrls
Posted by ngducviet on Tue, 09 May 2006 11:09:49 GMT
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Hi,

I am using U++ on win32, and having a problem in inputting unicode characters (vietnamese characters) for edit ctrls, it could not display them correctly. Does someone know how to solve this ?

Thanks in advance,

Viet

Subject: Re: unicode input in edit ctrls
Posted by mirek on Tue, 09 May 2006 11:16:25 GMT
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ngducviet wrote on Tue, 09 May 2006 07:09Hi,

I am using U++ on win32, and having a problem in inputting unicode characters (vietnamese characters) for edit ctrls, it could not display them correctly. Does someone know how to solve this ?

Thanks in advance,

Viet

How are they displayed? Could you post screenshot a describe the correct behaviour or something like that?

Mirek

Subject: Re: unicode input in edit ctrls
Posted by ngducviet on Wed, 10 May 2006 09:01:40 GMT
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Hi,

My problem:
I am using a unicode-enable keyboard driver for typing vietnamese words in edit ctrl, it is OK when typing them in MFC's edit ctrl, but in U++ it is different, suppose I have vietnamese words:

expected one.

Viet

Subject: Re: unicode input in edit ctrls
Posted by mirek on Thu, 11 May 2006 19:59:04 GMT
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ngducviet wrote on Wed, 10 May 2006 05:01Hi,

My problem:
I am using a unicode-enable keyboard driver for typing vietnamese words in edit ctrl, it is OK when typing them in MFC's edit ctrl, but in U++ it is different, suppose I have vietnamese words:

expected one.

Viet

Well, this is a little bit hard to resolve without having your Win version...

Basically, U++ accepts UNICODE that comes from Win32, and uses Win32 UNICODE output on the screen. It is really weird what went wrong here...

I have just tried to copy/paste the text above into U++ editfield and everything seems ok (please, try that too). That would point to input...

Hacking U++ is easy. The relevant code for this is in CtrlCore/CtrlKbd.cpp; Ctrl::DispatchKey at line 39. I believe that placing some LOGs there should reveal whether U++ is accepting / routing the right unicodes... (I cannot do that here because I do not have vietnamese kbd

Mirek

Subject: Re: unicode input in edit ctrls
Posted by ngducviet on Fri, 12 May 2006 05:17:09 GMT
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Hi,

I tried, but it is not what I want, it could display correctly if I set it up before runtime, maybe the problem is due to kbd that works in U++ differently, I will do hacking U++ as the last resort.

Thanks for your help

Viet

Subject: Re: unicode input in edit ctrls
Posted by mirek on Fri, 12 May 2006 06:33:12 GMT
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ngducviet wrote on Fri, 12 May 2006 01:17Hi,

I tried, but it is not what I want, it could display correctly if I set it up before runtime, maybe the problem is due to kbd that works in U++ differently, I will do hacking U++ as the last resort.

Thanks for your help

Viet

Well, if it is displayed correctly, then the problem is definitely in keyboard... Or maybe in some wrong charset/codepage translation on the way....

Mirek
