Subject: about the using of unicode in win32 platform
Posted by LeiMing on Thu, 07 Feb 2013 04:40:51 GMT
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today I'm thinking about how to deal with commandline parameter,
and finding that ultimate++ currently using WinMain with LPSTR lpCmdLine parameter.

I think it's better to using unicode via wWinMain with LPWSTR lpCmdLine parameter. I change the macro a little, becoming

C:\upp\uppsrc\CtrlCore\Win32GuiA.h
```
#define GUI_APP_MAIN \
void GuiMainFn_();\
\
int APIENTRY wWinMain(HINSTANCE hInstance, HINSTANCE, LPWSTR lpCmdLine, int nCmdShow) \
{ \
 UPP::Ctrl::InitWin32(hInstance); \
 UPP::coreCmdLine__() = UPP::SplitCmdLine__(UPP::ToUtf8(lpCmdLine)); \
 UPP::AppInitEnvironment__(); \
 UPP::AppExecute__(GuiMainFn_); \
 UPP::Ctrl::CloseTopCtrls(); \
 UPP::Ctrl::ExitWin32(); \
 UPP::AppExit__(); \
 return UPP::GetExitCode(); \
} \
\
void GuiMainFn_()
```

It works fine for me.
Do you consider about this? I think it's a improvement in internalization.

by the way, is there any official way to get access to argument of execute commandline? I don't know if coreCmdLine__ is the interface for library user.

regards,
LeiMing