

---

Subject: Problem with encoding in Consol  
Posted by [serbeh](#) on Sat, 08 Mar 2014 04:53:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 423 times

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>

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&

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  
RichTextVi...cpp  
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

#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.lef  
}

void RightInfoFrame::F:  
{  
sz.cx += 4;  
sz.cy += 2;  
}

class LeftInfoFrame :  
virtual void Frame:  
virtual void Frame:  
virtual void Frame:  
};

void LeftInfoFrame::Fr:  
{  
r.left++;  
r.right -= 3;  
r.top++;  
r.bottom--;  
}

void LeftInfoFrame::Fr:  
{  
w.DrawRect(r.right  
DrawFrame(w, r.lef  
}

void LeftInfoFrame::Fr:  
{

H:\work\badm\work\_folder\badm\badm.lay(26) : error C4430: B0PIP+PiPIP+PiCH  
MBxTbP\*B;PíCHB T5PI int P+B0 PiB-B0B«P-B B-PíPs  
clxx : fatal error C1903: B-T5 PiBxB T5PIP+Pi CHB0P+P+PiB B-B0CHPíPiPj P+P  
badm.cpp