
Subject: Re: Upp 2007.1beta released
Posted by [mirek](#) on Fri, 19 Jan 2007 13:53:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

mobilehunter wrote on Thu, 18 January 2007 19:49 For example i set the default charset for TheIDE is UTF-8.

Then i do some code editing, and put same japanese glyph.

What character code will TheIDE receive from the system, is it in Shift-JIS?
Because i think, when we do EnumFont, the AddFace will receive Shift-JIS code.

```
String FromSystemCharset(const String& src)
{
    WStringBuffer b(src.GetLength());
    int q = MultiByteToWideChar(CP_ACP, MB_PRECOMPOSED, ~src, src.GetLength(),
    (WCHAR*)~b, src.GetLength());
    if(q <= 0)
        return src;
    b.SetCount(q);
    return WString(b).ToString();
}
```

So we are using Win32 API function to translate system specific text (which is most likely in Shift-JIS, but we do not exactly have to care) to UNICODE and then to String using default encoding. Unfortunately, as default default encoding is win1252, unicode characters were lost.

Quote:

What kind of process that TheIDE do to show it back to user at editor box?

Before being displayed by Win32 GDI, inverse process is used to convert String to UNICODE.

Quote:

Which code that do translation from user keystroke to displaying it to editor box?

If Win32 supports unicode (Win98 does not!), windows are create using CreateWindowW API function and then WM_CHAR message come with UNICODE characters.

BTW, can you please test that my theory about no need of altering U++ library and just setting default charset to UTF-8 is correct?

Mirek
