

---

Subject: Problem with menu accelerators  
Posted by [Novo](#) on Mon, 01 Oct 2018 14:46:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm getting a weird problem with menu accelerators.

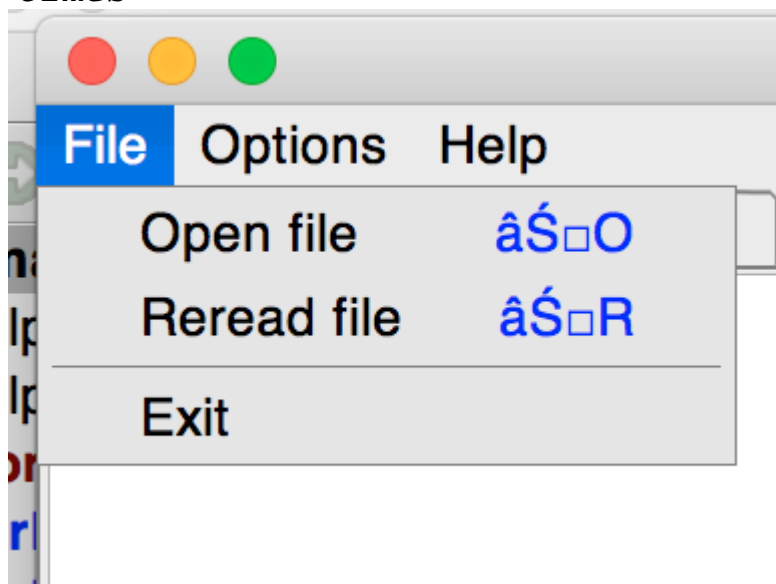
The app is compiled with the "GUI SSE2 .USEMALLOC" flags.  
The code is below.

```
menu.Add("Open file", THISBACK(OpenFile)).Key(K_CTRL_O);  
menu.Add("Reread file", THISBACK(OnReRead)).Key(K_CTRL_R);
```

Accelerators in TheIDE look fine. What could possibly be wrong with my app?

### File Attachments

1) [Screen Shot 2018-10-01 at 10.20.21 AM.png](#), downloaded 817 times



---

Subject: Re: Problem with menu accelerators  
Posted by [mirek](#) on Wed, 03 Oct 2018 07:26:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

First of all, it is all in intense and turbulent development, please make sure you are using the trunk....

Anyway, accelerators are inserted as UTF8 unicode characters. This looks like this UTF8 is not interpreted correctly. Is your app running in CHARSET\_UTF8?

(All that said, I am now at the final problem - implementing the "mac style" menu using NSMenu and NSMenuItem...)

Mirek

---

---

Subject: Re: Problem with menu accelerators  
Posted by [Novo](#) on Wed, 03 Oct 2018 13:46:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm always using the latest trunk.  
My another app doesn't have such problem. In both apps file's charset is set to "Default".  
In the TheIDE Setup -> Settings -> Editor -> Default charset is set to UTF8.  
The app having problem with menu accelerators doesn't have this problem in Windows and in Linux. I'm distributing it for 7 years ...

The problem is not urgent. My app is free and I'm just reporting a possible bug.  
I'll be waiting for NSMenu ...

Thank you for developing UPP and porting it to Mac!

---

---

Subject: Re: Problem with menu accelerators  
Posted by [Novo](#) on Wed, 03 Oct 2018 15:15:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Wed, 03 October 2018 03:26  
Anyway, accelerators are inserted as UTF8 unicode characters. This looks like this UTF8 is not interpreted correctly. Is your app running in CHARSET\_UTF8?

Actually, it was running in CHARSET\_WIN1250.  
I was calling SetDefaultCharset(CHARSET\_WIN1250), probably, for historical reasons.  
I guess UPP shouldn't rely on default charset in places like menu accelerators.

---

---

Subject: Re: Problem with menu accelerators  
Posted by [mirek](#) on Wed, 03 Oct 2018 15:42:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Wed, 03 October 2018 17:15mirek wrote on Wed, 03 October 2018 03:26  
Anyway, accelerators are inserted as UTF8 unicode characters. This looks like this UTF8 is not interpreted correctly. Is your app running in CHARSET\_UTF8?

Actually, it was running in CHARSET\_WIN1250.  
I was calling SetDefaultCharset(CHARSET\_WIN1250), probably, for historical reasons.  
I guess UPP shouldn't rely on default charset in places like menu accelerators.

That would be hard to integrate ("shouldn't rely" part).

I think we should just deprecate SetDefaultCharset.

---

---

Subject: Re: Problem with menu accelerators  
Posted by [Novo](#) on Wed, 03 Oct 2018 17:48:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Wed, 03 October 2018 11:42  
That would be hard to integrate ("shouldn't rely" part).

I think we should just deprecate SetDefaultCharset.  
I somewhat doubt that deprecating of SetDefaultCharset is easier.  
What will you do with functions taking CHARSET\_DEFAULT as an argument?  
CHARSET\_DEFAULT should disappear in such case ...  
IMHO, it is easier to fix places which explicitly require UTF8 ...

---

Subject: Re: Problem with menu accelerators  
Posted by [Zbych](#) on Wed, 03 Oct 2018 18:03:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Wed, 03 October 2018 17:42 I think we should just deprecate SetDefaultCharset.  
Guys maintaining old windows software after you did it:

#### File Attachments

1) [20130307155338.jpg](#), downloaded 783 times



---

Subject: Re: Problem with menu accelerators  
Posted by [mirek](#) on Wed, 03 Oct 2018 18:22:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Wed, 03 October 2018 19:48mirek wrote on Wed, 03 October 2018 11:42  
That would be hard to integrate ("shouldn't rely" part).

I think we should just deprecate SetDefaultCharset.  
I somewhat doubt that deprecating of SetDefaultCharset is easier.  
What will you do with functions taking CHARSET\_DEFAULT as an argument?  
CHARSET\_DEFAULT should disappear in such case ...  
IMHO, it is easier to fix places which explicitly require UTF8 ...

Well, the place is "Ctrl::GetKeyDesc". I am really not sure how reasonably fix it, except maybe reverting to text names ("Ctrl"... ) if charset is not UTF8 (but even that will some people report as bug).

I understand the need for maintaining charsets for old apps - in windows. But I do not think that spending much effort to make U++/cocoa compatible with legacy encodings is worth it...

---

---

**Subject: Re: Problem with menu accelerators**  
Posted by [mirek](#) on Wed, 03 Oct 2018 18:23:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Zbych wrote on Wed, 03 October 2018 20:03mirek wrote on Wed, 03 October 2018 17:42I think we should just deprecate SetDefaultCharset.

Guys maintaining old windows software after you did it:

Deprecate is not "remove".

Mirek

---

---

**Subject: Re: Problem with menu accelerators**  
Posted by [mr\\_ped](#) on Thu, 04 Oct 2018 08:41:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think legacy SW should move to UTF8 finally, if-possible (development-time-budget wise)...

If it is not maintained any more, you can use old binaries for some time.

I'm not even sure how much dev effort it can take to migrate legacy code to UTF8, sounds to me like it should require just few text resources files conversion, setting UTF8 encoding for app environment, and finding string related code operating with byte = single letter assumption (if the legacy app was text editor, this may be problematic, otherwise you may have none such place in source = no work).

Sounds to me like for many apps this migration is 1-4h task + testing/bugfixing. Maybe 1-2 days in relaxed way.

---

---

Subject: Re: Problem with menu accelerators  
Posted by [mirek](#) on Thu, 04 Oct 2018 10:44:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mr\_ped wrote on Thu, 04 October 2018 10:41 I think legacy SW should move to UTF8 finally, if-possible (development-time-budget wise)...

If it is not maintained any more, you can use old binaries for some time.

I'm not even sure how much dev effort it can take to migrate legacy code to UTF8, sounds to me like it should require just few text resources files conversion, setting UTF8 encoding for app environment, and finding string related code operating with byte = single letter assumption (if the legacy app was text editor, this may be problematic, otherwise you may have none such place in source = no work).

Sounds to me like for many apps this migration is 1-4h task + testing/bugfixing. Maybe 1-2 days in relaxed way.

...as long as it is just your code. Consider application connected to other subsystems, like SQL or perhaps some printing or OCR input or legacy 3rd party lib that you have no source code for (or maybe just not enough energy to fix and recompile) and things immediately become much more complicated.

---