

---

Subject: Re: from 6.4 to 7.0

Posted by [David Fanning](#) on Mon, 28 Jan 2008 22:31:25 GMT

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

---

skymaxwell@gmail.com writes:

- > i have widget application, written at idl 6.4. Now i want to port it
- > to 7.0.
- > it's ok ...except string values of my buttons, menus etc in 7.0.
- > When i run my application in 7.0 i've got bad symbols like
- > hieroglyphs :((
- >
- > So what happened with strings in 7.0 ?

We are trying to find out. I presume you read Reimar Baurer's article earlier today. It seems you can turn unicode support on in some places, but not in others. We haven't heard from the good folks at ITTVIS about it yet. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

---

---

Subject: Re: from 6.4 to 7.0

Posted by [Haje Korth](#) on Mon, 28 Jan 2008 22:31:32 GMT

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

---

That's strange, I wasn't aware of any significant changes to the IDL engine and my widgets have not experienced any such trouble.

Haje

<skymaxwell@gmail.com> wrote in message

news:df55c651-fa73-4ebb-b4ae-d6f8fbe1e8ac@e10g2000prf.google groups.com...

> hello, guys

>

> i have widget application, written at idl 6.4. Now i want to port it  
> to 7.0.

> it's ok ...except string values of my buttons, menus etc in 7.0.

> When i run my application in 7.0 i've got bad symbols like

> hieroglyphs :((  
>  
> So what happened with strings in 7.0 ?  
>

---

---

Subject: Re: from 6.4 to 7.0  
Posted by [David Fanning](#) on Mon, 28 Jan 2008 22:43:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Haje Korth writes:

> That's strange, I wasn't aware of any significant changes to the IDL engine  
> and my widgets have not experienced any such trouble.

Are you using Chinese characters and umlauts?

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

---

---

Subject: Re: from 6.4 to 7.0  
Posted by [Haje Korth](#) on Tue, 29 Jan 2008 13:18:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, I am not. Don't know much about chinese other than that the characters looks pretty. Umlauts are not so far fetched for me, but I always wrote software in english, even when I was still in Germany. So I think I found an explanation for my smooth ride. :-)

Haje

"David Fanning" <[news@dfanning.com](mailto:news@dfanning.com)> wrote in message  
[news:MPG.22080882289eda829896a5@news.frii.com...](mailto:news:MPG.22080882289eda829896a5@news.frii.com...)

> Haje Korth writes:

>

>> That's strange, I wasn't aware of any significant changes to the IDL  
>> engine  
>> and my widgets have not experienced any such trouble.

>  
> Are you using Chinese characters and umlauts?  
>  
> Cheers,  
>  
> David  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

---