

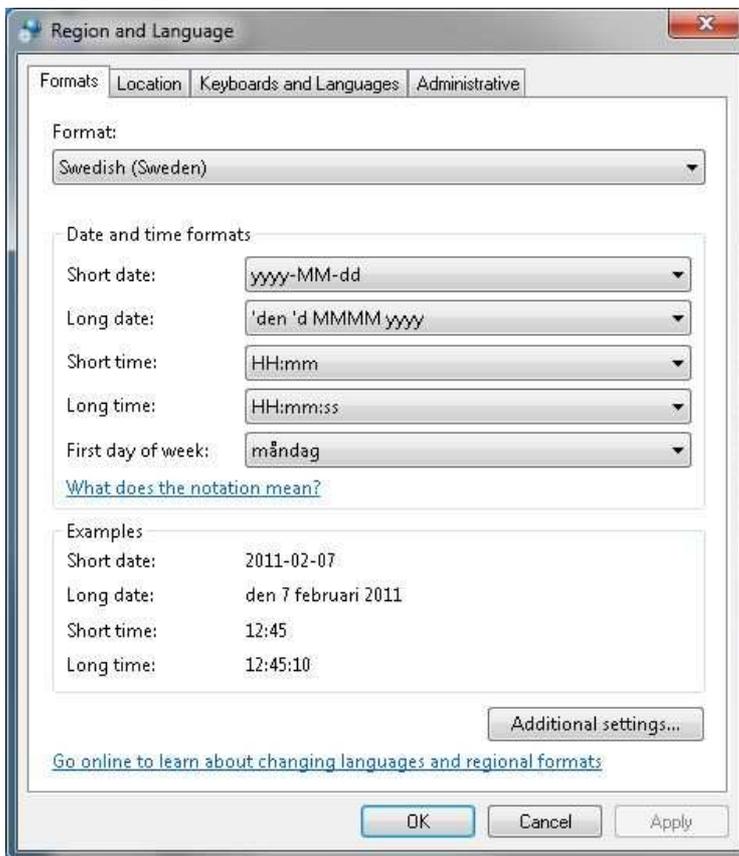
Entering Multi-Byte Characters in the Embedded Workbench Editor

To enter multi-byte characters in the Embedded Workbench's text editor the system locale must be set to a locale that supports those multi-byte characters. If you install for example a Chinese version of Microsoft Windows the system locale will by default be Chinese.

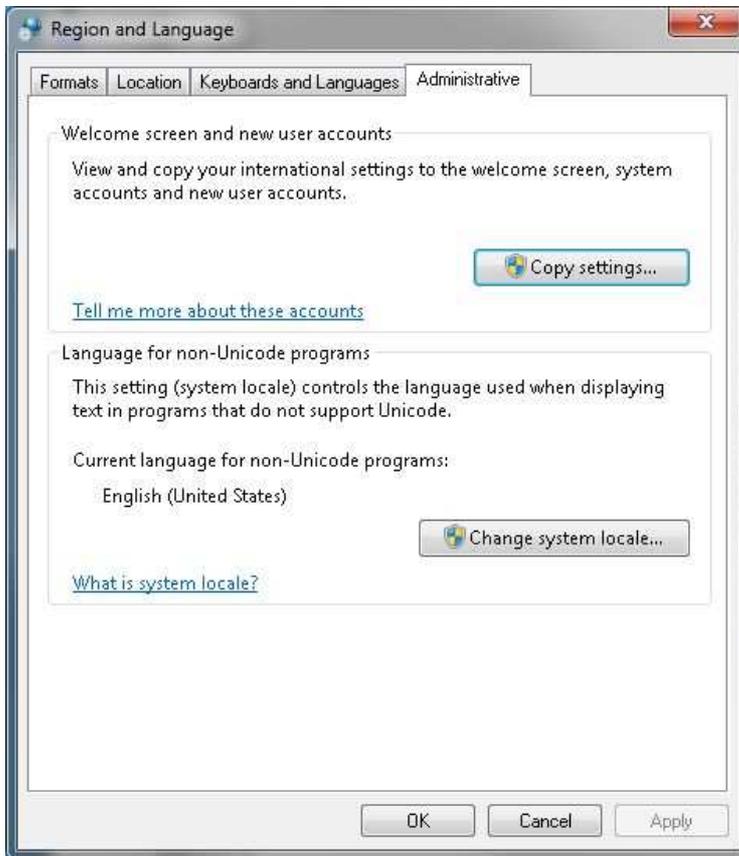
In modern versions of Windows you can change the system locale. Note that this will affect all non-Unicode programs.

Windows 7

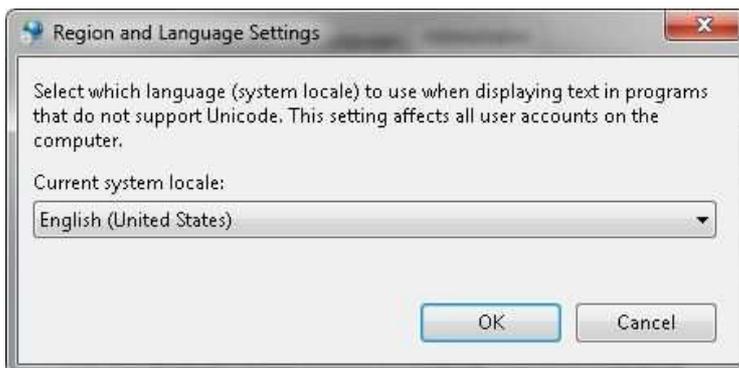
On Windows 7 you set the system locale in Regional and Language Options in the Control Panel. Under the Format tab you can choose a language.



At the tab “Administrative” ...

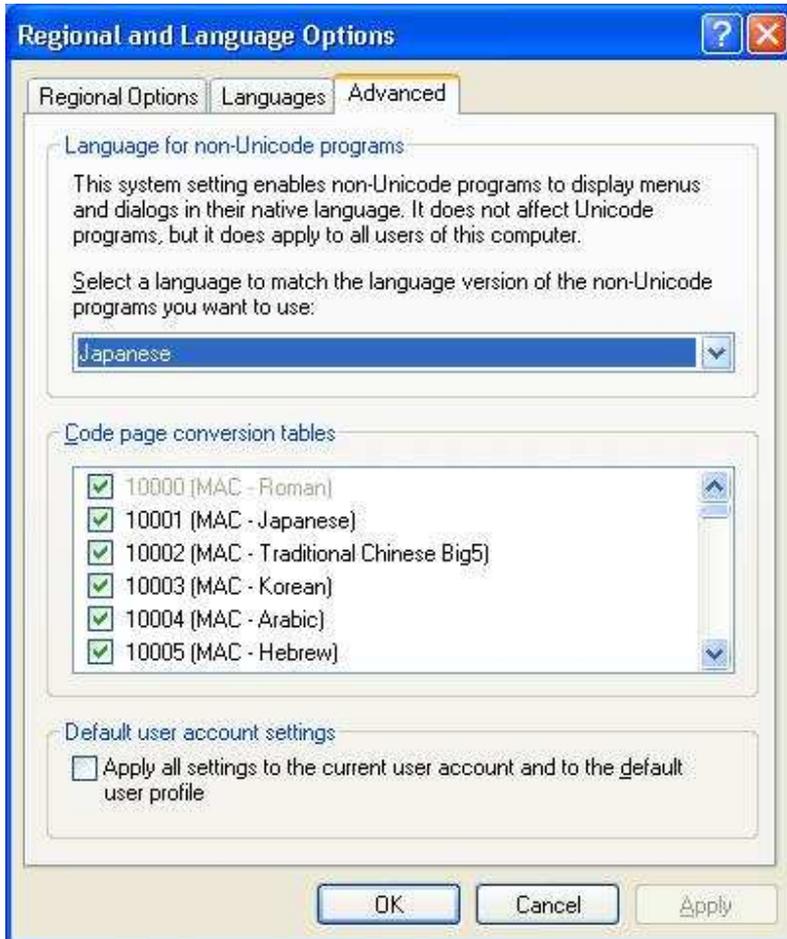


...push the “Change system locale...”-button to get the dialog for selecting the system locale.



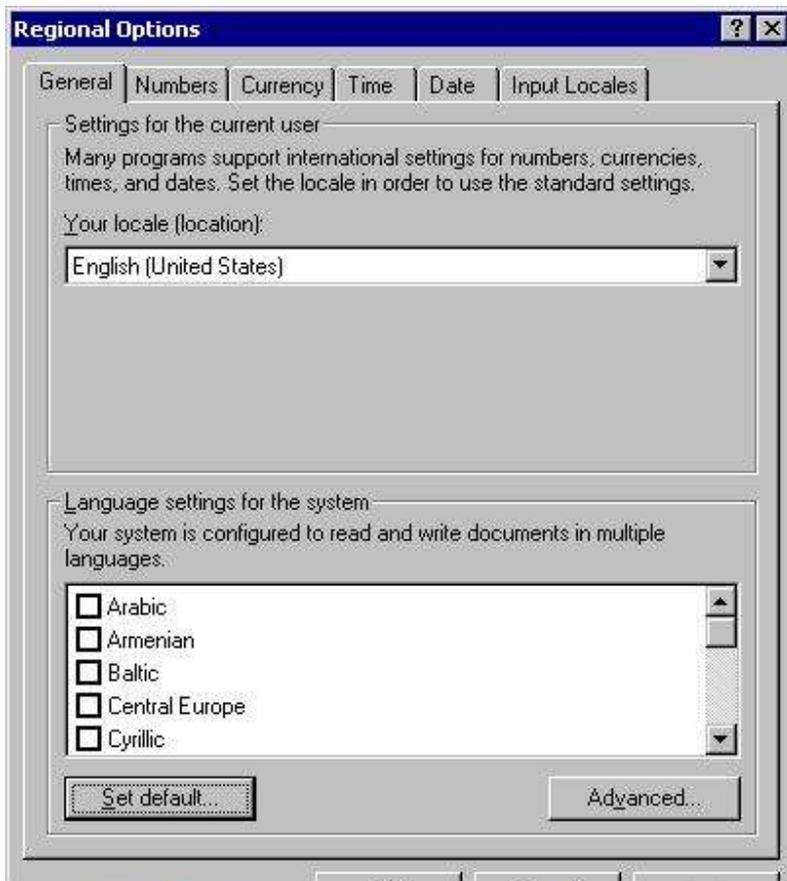
Windows XP

On Windows XP you set the system locale in Regional and Language Options in the Control Panel. Under the Advanced tab you can choose "Language for non-Unicode programs".



Windows 2000

On Windows 2000 you also set the system locale in Regional Options in the Control Panel. Under the General tab there is a section for "Language settings for the system".

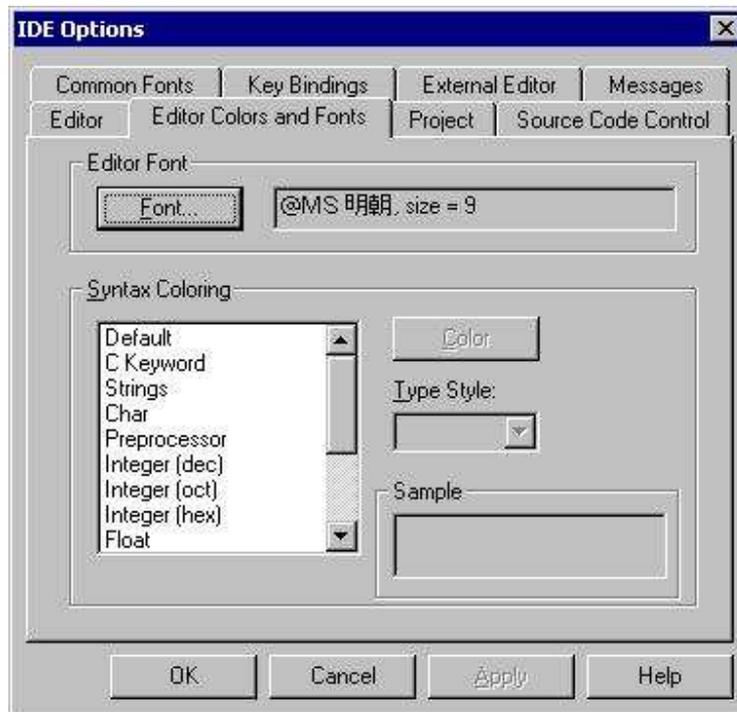


If you press "Set default..." a dialog for selecting the system locale appears.



A Proper Font

To view the multi-byte text in the Embedded Workbench's text editor you also have to choose a font that can show the multi-byte characters. In the Embedded Workbench IDE, choose Options from the Tools menu and select the Editor Colors and Fonts tab.



Press the Font button and pick a proper font.

Using an IME

Once you have the correct system locale set you can enter multi-byte characters using for example Window's built-in Input Method Editor (IME) (it may look different on different operating systems and different languages).

1. Select the input language in the language bar.



2 Choose a way to enter the text (how this is done depends on the language).



3. Enter the text

