

## Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #392

### Non-ASCII characters cannot be used on command line in Windows

January 10, 2014 06:48 - John Lindgren

<b>Status:</b>	Closed	<b>Start date:</b>	January 10, 2014
<b>Priority:</b>	Major	<b>Due date:</b>	
<b>Assignee:</b>	John Lindgren	<b>% Done:</b>	100%
<b>Category:</b>	core	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	3.5		
<b>Affects version:</b>	3.4.3		
<b>Description</b>			
As noticed here [1], filenames with non-ASCII characters cannot be opened via the command line in Windows. Opening the same files from the Open dialog works correctly.			
Technical details:			
This is due to GLib's crazy definition of "filename encoding", which means the system locale on every system except Windows, but UTF-8 on Windows [2]. When we pass G_OPTION_ARG_FILENAME_ARRAY to GLib to get our list of filenames from the command line, we are treating these filenames as though they are in the system locale. This is a correct assumption on most systems, but on Windows, GLib has already converted those filenames to UTF-8. We happily go and run the conversion a second time, which (for example) turns "ú" (FAh in CP1252, C3h BAh in UTF-8) into "Ã" (C3h 83h C2h BAh in UTF-8).			
[1] <a href="http://redmine.audacious-media-player.org/boards/1/topics/1018">http://redmine.audacious-media-player.org/boards/1/topics/1018</a>			
[2] Particularly ironic since UTF-8 is one of the few encodings you <b>cannot</b> use for filenames in Windows. You can use CP1252 and most other legacy encodings, or you can use UTF-16, but not UTF-8.			

### History

#### #1 - January 11, 2014 20:21 - John Lindgren

- Status changed from New to Closed
- Target version changed from 52 to 3.5
- % Done changed from 0 to 100

<https://github.com/audacious-media-player/audacious/commit/e1d4c975674ac3e3f24ea275659b92c38aa9cf12>