
hmm ï»¿ ides in puA

Posted by RokuDaMerlin - 2008/10/06 12:31

hello

i have a little problem .

i see on all sides + modul this (ï»¿)

you can see the component here (look in the top left side)

http://www.mightycolors.com/index.php?option=com_puarcade&Itemid=240

and the modul on the right side in the home side have the self symbol

<http://www.mightycolors.com/>

pls help me

i have look in all php.s i have not found the problem

greez

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Re:hmm ï»¿ ides in puA

Posted by ckayfish - 2008/10/06 12:56

This is the Byte Order Mark (BOM)os UTF-8.

The issue is likely in your language file which you saves with UTF format, but are defining a different character set within the file. The solution will probably be to open your language file and change

```
DEFINE('_ISO','charset=iso-8859-1');
```

```
to
```

```
DEFINE('_ISO','charset=UTF-8');
```

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Re:hmm ï»¿ ides in puA

Posted by RokuDaMerlin - 2008/10/06 14:36

thx .. in what for a file ? .. i have test in german (is my language) the test was not good all other text is in PUA_SEE_ALL_GAMES_IN_FOLDER ..

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Re:hmm ï»¿ ides in puA

Posted by ckayfish - 2008/10/06 15:33

When you edited \components\com_puarcade\lang\german.php you may have inadvertantly saved it as UTF-8. If you dont need any special UTF-8 characters, maybe the best thing would be to resave the file using ANSI encoding. In MS Notepad, for example, when you SAVE AS, at the bottom is the encoding type. Otherwise, you can add the following line to this file.

```
DEFINE('_ISO','charset=UTF-8');
```

9 times out of 10 it is a language file, but it could be any other file you edited. I know whatever file it is it is saved with UTF-8 encoding, but META information for the file is telling it that it is something else.

From: http://en.wikipedia.org/wiki/Byte_Order_Mark

The UTF-8 representation of the BOM is the byte sequence EF BB BF, which appears as the ISO-8859-1 characters ï»¿ in most text editors and web browsers not prepared to handle UTF-8.

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Re:hmm i»¿ ides in puA

Posted by RokuDaMerlin - 2008/10/06 16:13

the DEFINE('_ISO','charset=iso-8859-1'); stanmd not in the german.php .. when i give the other code in the german file .. give all other language in arcade to _test_test .. you know ?

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Re:hmm i»¿ ides in puA

Posted by ckayfish - 2008/10/06 16:26

That is why I recommended re-saving the german language file with ANSI encoding may be the easiest. If you're not sure how, check your PM for my email address and email me your file. I will save it as ANSI and mail back.

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Re:hmm i»¿ ides in puA

Posted by RokuDaMerlin - 2008/10/06 16:34

i have save in ansi my problem is joomla make problemes when i add this code ;/

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