Setting Use of Unicode Characters in Windows

1 - check the required setting (explained below)
2 - restart the computer (must be restarted otherwise setting will not be applied)
3 - build your project (must be rebuilt after restart)

In windows 10 and 11computers we need to set an option in order to be able to use the unicode characters in our project. The following screenshots are from Windows 10.
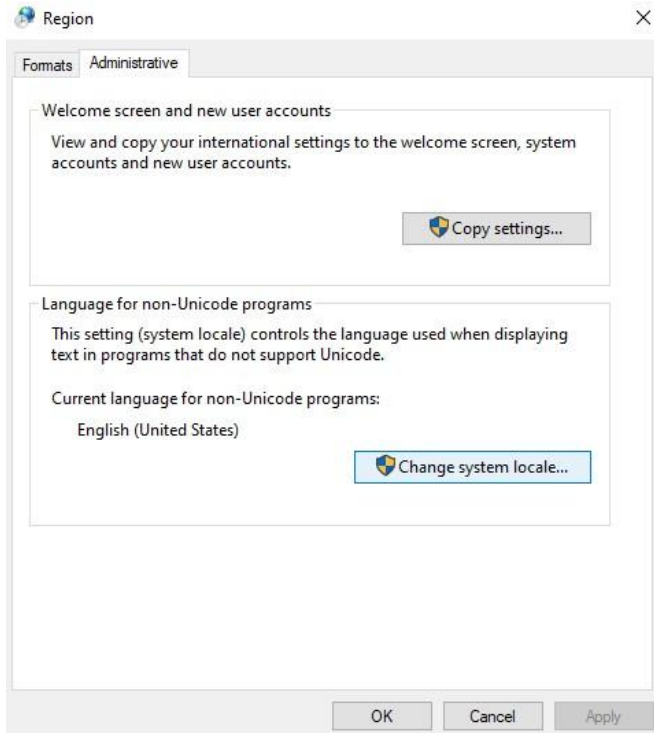
Settings Through Windows Control Panel App

1 - Open Control Panel App and select the option ***Clock & Region***.
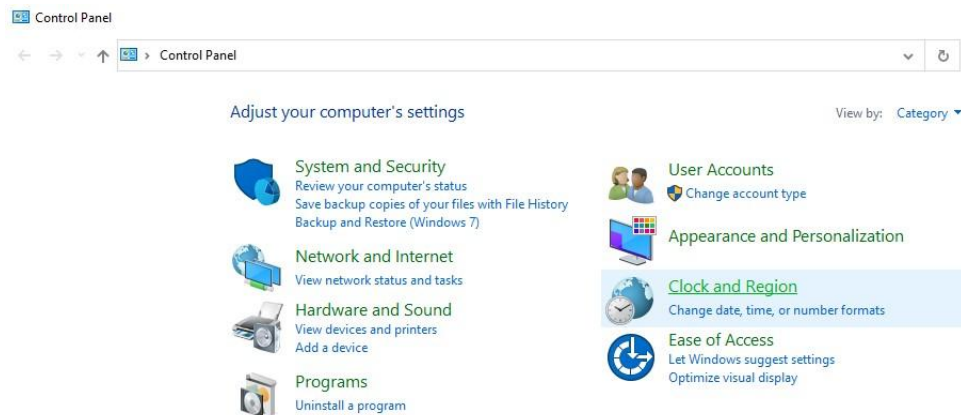
2 - On the Control Panel > Clock & Region explorer window select the option ***Region***.
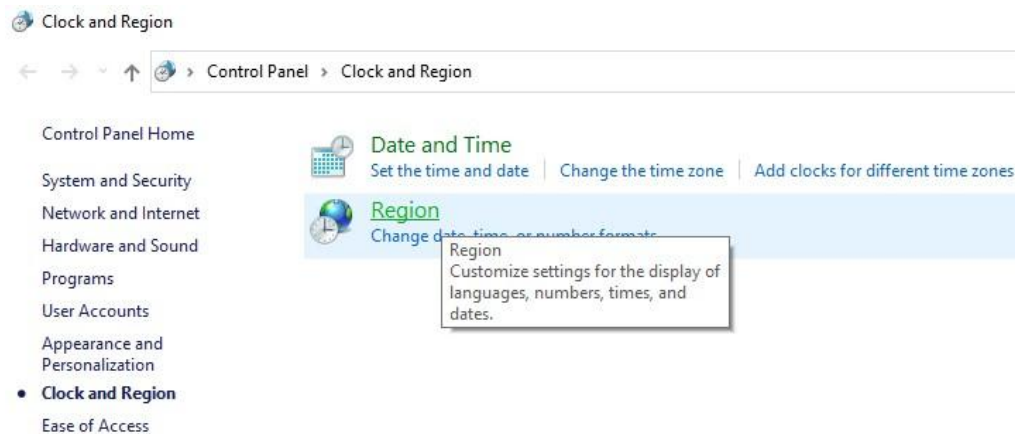
3 - On the Region dialog box select the tab ***Administrative***.

4 - On the tab Administrative select the button ***Change system locale***.

5 - On the Region settings dialog box check the option ***Beta: Use Unicode UTF-8 for worldwide language support***.