

---

Subject: New/additional GetLngSet  
Posted by [galious](#) on Mon, 08 Aug 2011 20:23:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

any chance the following snippet could be included in base? IT would allow someone to retrieve all translations for a specific module. I use this to list the languages supported by my application (and excluding all languages shipped with Upp by default).

In t.cpp:

```
Index<int> GetLngSet(String& module)
{
    CriticalSection::Lock __ (slng);
    Index<int> ndx;
    Array<LngModule>& ma = sMod();
    for(int i = 0; i < ma.GetCount(); i++) {
        LngModule& m = ma[i];
        if (m.name != module)
            continue;

        for (int j = 0; j < m.map.GetCount(); ++j) {
            Vector<LngRec>& lr = m.map[j];
            for(int k = 0; k < lr.GetCount(); k++)
                ndx.FindAdd(lr[k].lang);
        }
    }

    return ndx;
}
```

and in i18n.h:

```
Index<int>          GetLngSet(String& module);
```

Best regards,

Martin

---