
Subject: Re: thousand separator problem
Posted by [mirek](#) on Sat, 02 Sep 2006 05:27:09 GMT
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Well, there is still a bit controversy about handling locale informations.

There are now two competing approaches.

- use translation system and U++ stuff to provide all localization informations. Means put localization info into U++.

- use host platform localization. This IMO has disadvantage that localization has to be reimplemented for each host platform (OTOH, so far there are just two , and that not always host platform localization is satisfactory.

Mirek

P.S.: Nothing wrong with FromSystemCharset - applied...
