
Subject: Internationalization problem when using ctr as member of TopWindow

Posted by [westcity1973](#) on Wed, 20 Jun 2007 02:01:46 GMT

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I have studied UPP for three months, I find it is excellent. It is very easy and powerful. But when I try to use ctrls as member of Top window, it seems that the Internationalization doesn't work. My code is as follows:

```
class TransWithCtrlInTopWnd : public TopWindow {
public:
    MenuBar menu;
    Button bt; // a ctrl
    bool langIsChina;

public :
// menu handler
void MainMenu(Bar &bar)
{
    bar.Add(t_("Try It"), THISBACK(SubMenu));
}

void SubMenu (Bar &bar) {
    bar.Add(t_("Menu1"), THISBACK(BlankFun) );
    bar.Add(t_("Menu2"), THISBACK(BlankFun) );
}

void BlankFun() {}

// Button handler
void ChangeLanguage()
{
// When push button, change language between english and chinese.

    langIsChina = (!langIsChina);

    if (langIsChina)
        SetLanguage( LNGC_('Z','H','C','N', CHARSET_UTF8) );
    else
        SetLanguage(LNGC_('E','N','U','S', CHARSET_UTF8) );

    menu.Set(THISBACK(MainMenu)) ; // Refresh menu
}

public:
typedef TransWithCtrlInTopWnd CLASSNAME;

TransWithCtrlInTopWnd() {
    langIsChina = true ;
```

```
AddFrame(menu) ;  
menu.Set(THISBACK(MainMenu)) ;  
  
(*this) << bt.LeftPos(5, 100).TopPos(20, 20) ;  
  
bt.SetLabel(t_("Push Me")) ;  
bt <<= THISBACK(ChangeLanguage) ;  
}  
};
```

And I attatch my upp project file.

File Attachments

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- 1) [TransWithCtrlInTopWnd.zip](#), downloaded 525 times
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