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 does'nt 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

1) TransWithCtrlInTopWnd.zip, downloaded 664 times