
Subject: Internationalization problem when using ctr as member of TopWindow

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

[View Forum Message](#) <> [Reply to Message](#)

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(MenuBar &bar)
    {
        bar.Add(t_("Try It"), THISBACK(SubMenu)) ;
    }

    void SubMenu (MenuBar &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 attach my upp project file.

File Attachments

1) [TransWithCtrlInTopWnd.zip](#), downloaded 452 times
