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Subject: GetNativeLangName returns English for non-english languages

Posted by [White\\_Owl](#) on Wed, 14 Jan 2009 19:12:40 GMT

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I was very surprised when GetNativeLangName() returned English for another language. I did some investigation of uppsrc/Core/Lang.cpp and came up with some additions to it. To show native language names for Russian and Ukrainian, we should add this:

```
class LanguageInfoRU : public LanguageInfo
```

```
{
public:
    LanguageInfoRU()
        : LanguageInfo(LNG_('R', 'U', 'R', 'U'))
    {
        english_name = "Russian";
        native_name = "\xD0\xA0\xD1\x83\xD1\x81\xD1\x81\xD0\xBA\xD0\xB8\xD0\xB9";
    }
};
```

```
class LanguageInfoUK : public LanguageInfo
```

```
{
public:
    LanguageInfoUK()
        : LanguageInfo(LNG_('U', 'K', 'U', 'A'))
    {
        english_name = "Ukrainian";
        native_name =
"\xD0\xA3\xD0\xBA\xD1\x80\xD0\xB0\xD1\x97\xD0\xBD\xD1\x81\xD1\x8C\xD0\xBA\xD0\xB0";
    }
};
```

And we should register these two languages in `const LanguageInfo& GetLanguageInfo(int lcode){}`

Also, when I compile Lang.cpp with -Wall (gnuc) it yells a lot of warnings about comparison between signed and unsigned expressions. Should not we fix that?

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