Subject: Re: drawing toy (sort of)
Posted by koldo on Mon, 05 Oct 2009 07:58:57 GMT

Hello

It is very simple:

- Add a language variable in your application class, like "int lang;"
- Use serialization and include that variable
- In the beginning of the program after serialization set the language to use with SetLanguage
- Add an option in your program to set the language for the next time the program is opened

A good example is example/HomeBudget

Best regards
Koldo