
Subject: Re: drawing toy (sort of)

Posted by [andrei_natanael](#) on Mon, 05 Oct 2009 10:23:55 GMT

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

koldo wrote on Mon, 05 October 2009 10:58Hello

- 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

or you could use GetSystemLNG() to get system language and use it instead of serialization of custom language. I usually set language once for entire system and applications should use that one. I think this is the "good way" because i don't want to configure each application which language to use
