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Subject: Re: drawing toy ( sort of )  
Posted by [koldo](#) on Mon, 05 Oct 2009 11:26:20 GMT  
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Hello Andrei (sorry g6b0r)

What is the way to know the list of languages available for a program?

This way to populate a droplist with the available languages it would not be necessary to change the program if a new language is added, so something like

```
dlg.lang.Add(0, "English").Add(1, "Czech");
```

would not be necessary.

Best regards  
Koldo

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