
Subject: Re: drawing toy (sort of)

Posted by [andrei_natanael](#) on Mon, 05 Oct 2009 13:06:55 GMT

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Hi Koldo,

I'm thinking at doing something like

```
GUI_APP_MAIN
```

```
{  
    SetLanguage(GetSystemLNG());  
    // ...  
}
```

and you don't have to put the user to choose which language the program use. If you have a translation for program and the system language match translation language my program will use that language else it will use the default one (which is passed to `t_()` and which is english). You may provide external translation files *.tr and use them without changing any line of code. I think a good application should not let the user choose which language to use and instead get the language from system and use that language and if you don't have a translation file for the chosen language, use english.
