
Subject: Re: drawing toy (sort of)
Posted by [koldo](#) on Mon, 05 Oct 2009 20:07:48 GMT
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Hello all

I really understand everybody. I like to do:

```
if(program.lang == -1)
    SetLanguage(SetLanguage(GetSystemLNG()));
else
```

```
    SetLanguage(program.lang);
```

So the first time the program starts with the system language an the rest with the one the user has chosen.

Because of it I need an option to choose the language and I would prefer to populate it with the supported languages. But I would like to know how to find the languages included in a project .t file.

Best regards
Koldo
