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Subject: Re: drawing toy ( sort of )

Posted by [andrei\\_natanael](#) on Mon, 05 Oct 2009 20:58:34 GMT

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koldo wrote on Mon, 05 October 2009 23:07Hello all

```
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.

Once you've set the language manually you loose automatic change of language if you change the system language.

Quote:

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.

I don't think that is possible(or not so easy) because AFAIK U++ translations are shared with application translations. You may detect that you have multiple translations (in U++ part) but in reality your application may not provide translations to that language and it result in incomplete translation (mixed translation i think, en-us - your-lang).

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