Hi bonami,

I've just remembered, that I have an old HelloWorld program that I've created when trying U++ for the first time to explore it's possibilities. It can switch languages in the runtime - if I understand correctly, that is exactly what you are looking for.

All the trick is just calling InitLayout after SetLanguage. I hope this example will help you. The package is in the attachment.

Bye

Honza

File Attachments

1) hello.zip, downloaded 468 times