Subject: Re: Can I do RUN-TIME localization files?...
Posted by dolik.rce on Wed, 11 Nov 2009 12:17:52 GMT

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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 441 times