
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 468 times
