Subject: Re: more complete lang.cpp
Posted by mirek on Fri, 13 Nov 2009 17:45:48 GMT

bonami wrote on Thu, 12 November 2009 20:46Mirek,
  I'm afraid I do not get it.
  I'm getting all language list and enumerating their names, encountering troubles detailed
http://www.ultimatepp.org/forum/index.php?t=msg&th=4740& amp; amp;start=0&
  So should we stop translating these language names?

Instead of creating dozens of classes that only assign language names in constructor

```
LanguageInfoEZ()
 : LanguageInfo(LNG_('E', 'N', 'N', 'Z'))
{
 english_name = "New Zealand English";
 native_name = ToUnicode("New Zealand English", CHARSET_DEFAULT);
}
```

we should have one generic class that does something like

```
LanguageInfo()
{
 english_name = t_("English");
....
}
```

possibly also picking more info about the language from .t files first, from system later.