
Subject: Re: more complete lang.cpp

Posted by [mirek](#) on Fri, 13 Nov 2009 17:45:48 GMT

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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&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.
