Subject: Helper for internazionalize arrays of literals
Posted by mdelfede on Sat, 09 Jan 2010 13:59:43 GMT
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Starting to internationalize an app, I faced to this problem :

```
char *myTable =
{
    "ONE",
    "TWO",
    "THREE"
};
```

which can't be internationalized by aid of 't_' macro. It can be done with 'tt_' macro, but it need patched code to retrieve the internationalized string with GetLngString macro.
So I've thought about a better way, and coded this :

```
class StringTable : public Vector<String>
{
 public:
  StringTable &operator,(const char *s) { Add(s); return *this; }
  const char *operator[](int i) { ASSERT(i < GetCount()); return ~At(i); }
};

#define STRINGTABLE(s) StringTable s; INITBLOCK { s,
#define ENDTABLE ; }
```

This allows to define a character table like that :

```
STRINGTABLE(myTable)
    t_("One"),
    t_("Two"),
    t_("Three")
ENDTABLE;
```

Access is as before with myTable[], so no need to code changes; as a small benefit, the string translation is done at load time just once, and not every time the string is needed.
What do you think about ? Do you know a better way to achieve the same purpose ?

Ciao

Max