
Subject: Re: Helper for internazionalize arrays of literals

Posted by [mirek](#) on Sun, 10 Jan 2010 13:26:06 GMT

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mdelfede wrote on Sat, 09 January 2010 15:39 This one corrects a subtle bug and delays loading of strings (needed to setup properly the language) :

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

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

Stringtable must be defined with tt_ :

```
STRINGTABLE(Test)
    tt_("One"),
    tt_("Two"),
    tt_("Three")
ENDTABLE;
```

The tt_ macros are needed just to make theide export the translation; can be avoided if no need to sync translations.

Ciao

Max

Still not sure whether all of this is worth the trouble. Does calling GetLngString directly so much difference?
