
Subject: Re: Helper for internazionalize arrays of literals
Posted by [mdelfede](#) on Mon, 11 Jan 2010 07:25:32 GMT
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luzr wrote on Sun, 10 January 2010 14:40BTW, there IMO could be even more effective solutions.
E.g.:

```
#include <Core/Core.h>

using namespace Upp;

struct tt_char {
    const char *s;

    String ToString() const    { return GetLngString(s); }
    operator const char *() const { return ToString(); }
};

CONSOLE_APP_MAIN
{
    static tt_char x[] = {
        tt_("Aborted by user."),
        tt_("Two"),
        tt_("Three")
    };

    SetLanguage(LNG_('I','T','I','T'));
    DDUMP(x[0]);
}
```

mhhhh.... right, yours is much better. I was wrongly thinking that wasn't possible to use a static initializer with a class.

BTW, imho it's worth the trouble because you don't need to remember using the GetLngString on every places you need it... More, with your solution you prcatically don't have any overhead to achieve this.

Ciao

Max
