Subject: Translation in static members
Posted by dolik.rce on Sat, 05 Feb 2011 13:58:56 GMT
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Is it possible to translate test in static member of a class?

Consider this simplified code:

```
#include <Core/Core.h>
using namespace Upp;

#define TFILE <test/test.t>
#include <Core/t.h>

struct test{
 static const char* str;
 const char* str2;
 test():str(t_("translation")){};
};
const char* test::str=t_("translation");

CONSOLE_APP_MAIN{
 SetLanguage(GetSystemLNG());
 test t;
 DUMP(t.str); // doesn't translate
 DUMP(t.str2); // works fine
 DUMP(t_("translation")); // works fine
}
```

I believe the problem is that the static member is initialized earlier than the translations. Is there some reasonable workaround? Or is the only solution to make the member non-static?

Thanks,
Honza