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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

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