Subject: Re: how to Internationalize my app?
Posted by forlano on Sat, 20 May 2006 21:17:16 GMT
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luzr wrote on Sat, 20 May 2006 20:54

You must add ".t" file to your package and invoke "Project/Synchronize translation files".

You do not need to make commandline export - that is good for translating U++ or app you do not have sources for, but not necessary for translating your app. Instead it is easier to use TheIDE to add languages in "Synchronize" and then edit .t directly.

Mirek

I'm very   ... here is my achievement:

// Vega.lay

T_("Edit Player")
deDE("")
itIT("")
ruRU("")

T_("Name")
deDE("")
itIT("Nome")

T_("Fed")
deDE("")
itIT("")
ruRU("")
...

It is very easy (knowing what to do   ). Now the last thing please. By default the menu is an English but which command I have to run to make active, say, "itIT" translation at runtime when the user choose the Italian language?
By Navigate I have found

 SetLanguage(int lang);

I hoped that 'lang' was some index in the .t file but I was unlucky.

Luigi