
Subject: Re: how to Internationalize my app?
Posted by [mirek](#) on Sat, 20 May 2006 21:23:14 GMT
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forlano wrote on Sat, 20 May 2006 17:17luzr 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

Well, you was near:

```
SetLanguage(LNG_('D','E','D','E'));
```

Mirek
