Subject: Re: how to Internationalize my app?
Posted by mirek on Sun, 21 May 2006 05:53:38 GMT
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forlano wrote on Sat, 20 May 2006 18:19luzr wrote on Sat, 20 May 2006 23:23

Well, you was near:

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

Mirek
I'm sorry to bother you again with this topic, but perhaps I'm missing something else... the
message file, message.t, is in the same folder of the executable and I've added some Italian
words. When I run

void VegaMain::SelectLanguage()
{
  SetLanguage(LNG_('I','T','I','T'));
}

The message continue to be in English even if it present the Italian one. Maybe I must force in
some way the reading of the message.t file or indicate to the app that it exists.

Luigi

Sorry, my fault....

First, .t should be in your package dir like all other source files. It gets compiled into the .exe.

Second, I forgot to mention that you have to include .t file somewhere in sources (not headers)
like

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

If you have any non-main package, place this into .icpp file so that it is forced to be linked always.
Anyway, if you are doing so for the main package, it is enough to place it to the .cpp with
GUI_APP_MAIN (that one gets linked always).

Mirek