Subject: New/additional GetLngSet
Posted by galious on Mon, 08 Aug 2011 20:23:55 GMT
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Hi,

any chance the following snippet could be included in base? IT would allow someone to retrieve all translations for a specific module. I use this to list the languages supported by my application (and excluding all languages shipped with Upp by default).

In t.cpp:

```
Index<int> GetLngSet(String& module)
{
 CriticalSection::Lock __(slng);
 Index<int> ndx;
 Array<LngModule>& ma = sMod();
 for(int i = 0; i < ma.GetCount(); i++) {
  LngModule& m = ma[i];
  if (m.name != module)
   continue;

  for (int j = 0; j < m.map.GetCount(); ++j) {
   Vector<LngRec>& lr = m.map[j];
   for(int k = 0; k < lr.GetCount(); k++)
    ndx.FindAdd(lr[k].lang);
  }
 }

 return ndx;
}
```

and in i18n.h:

```
Index<int>              GetLngSet(String& module);
```

Best regards,

Martin