Subject: Re: how to Internationalize my app?
Posted by forlano on Sun, 21 May 2006 09:35:19 GMT

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luzr wrote on Sun, 21 May 2006 10:00forlano wrote on Sun, 21 May 2006 03:13

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

Sorry for confusing you, TFILE here is just an example (copied straight from CtrlLib package), it should point to your .t (inside your package).

Mirek

OK, now it works   , but there is still a new problem that I didn't expect. The following translation works:

T_("{{1@5 [@9= This is the]::@2 [A5@0 Ultimate`+`+ Hello world sample}}")
itIT("{{1@5 [@9= Questa e' l'esempio]::@2 [A5@0 di Ultimate`+`+ Hello world}}")

in one character). But this produces the following message:
"ERROR: invalid UTF-8 sequence..."
Is this normal?

In order to change all the interface message at the start of the application I guess I need to save the selected language change in a configuration file.

Last consideration. In this way the message.t file is compiled and the user has not the possibility to change the translation if it has not the source code of the application. I wonder if in U++ there is a smart way to distribute the application with some message file that the user can modify as it likes. For example he can fill all the ruRU translation without to bother me asking a new compilation. This file should be loaded by the application when it starts. I've done it for my old app, but with t_(...) his manteinance should be greatly simplified.

Luigi