
Subject: Re: How can I translate the controls for my app?

Posted by [dolik.rce](#) on Sun, 20 Nov 2011 16:25:11 GMT

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lectus wrote on Sun, 20 November 2011 16:27Hi!

I like Upp, but one feature I miss (or I don't know how to use) is to translate the controls.

For example:

I want to translate the Report Dialog to say "Print" in my native language, I want the calendar control to say "November" in my language to, and I want the EditDate to show dates in non-US format like say 20/11/2011 instead of 11/20/2011.

Any help is welcome!

Thanks

Hi lectus,

The feature is definitely there In best case all you have to do is to call SetLanguage somewhere before the GUI is initialized (best at the beginning of main) e.g. for cs-cz:GUI_APP_MAIN {

```
    SetLanguage(LNG_('C','S','C','Z'));
    MyApp().Run();
}
```

After this all the strings in GUI (at least those generated using layouts, for in-code strings use `t_()` macro to mark them for translation) for which the translations are available will be translated.

In case your language is not translated yet, nothing will happen and the strings will remain English. In such case please have a look at Project > Synchronize translation files to confirm it is not listed there. It is very easy to provide translation to new language (well, apart from the actual translating - that can be tedious), have a look here to see how to do it.

Best regards,

Honza
