Subject: Re: Witz internationalization
Posted by dolik.rce on Sat, 30 Mar 2013 09:16:01 GMT

Hi Zbych,

I wrote almost exactly the same function a while back
Quote:Value Translate(const Vector<Value>& arg, const Renderer *) {
 if(arg.GetCount() != 1 || !IsString(arg[0]))
  return String();
 return GetLngString(String(arg[0]));
}

INITBLOCK {
 Compiler::Register("t_", Translate);
}
I had no problem with this implementation, but I haven't use it too extensively, so I probably wouldn't notice cache problems. Also, it is only useful for shorter strings, anything bigger is better to be placed in separate files (*.xy-xy.witz).

User language can be detected by parsing the Accept-Language HTTP header. However, it is always good idea to let the user override the setting manually (e.g. for cases when they use someone else's computer with different language settings).

Best regards,
Honza