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Subject: Re: Fixed some Dutch translations  
Posted by [wimpie](#) on Fri, 16 Aug 2013 00:57:28 GMT  
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I'm not sure about that.

I followed `t_()` to `t_GetLngString_()` (Core/t.cpp) and put in a few DUMP's. see attached screenshot (viewed with total commander).

It looks to me the translations are correct ("`r->text`" being translated UTF8 and "`text`" being the converted result).

But that would mean there's something wrong with putting the text on screen.

Well, maybe for another day. At least I learned a thing or two more about U++

Edit: oh, and looking at the screenshot. "justify" should translate as "uitvullen". "rechtvaardig" is straight from google translate I guess;)

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### File Attachments

1) [screenshot upp copy.jpg](#), downloaded 447 times

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