Subject: Localisation clarifications
Posted by lundman on Thu, 21 Sep 2006 06:18:43 GMT
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I have read the thread:
http://www.arilect.com/upp/forum/index.php?t=msg&th=1017 &start=0&

So I added a .t file (read that too literally, so eventually renamed it to lang.t). Added Swedish (seSV) and Japanese (jaJP), and Synchronised. This all looked good.

For example, I ended up with:

T_("File")

svSE("Fil")

T_("About")

svSE("Beskriv")

I then use:

SetLanguage(LNG_('S','V','S','E'));

And I use it:

```
void UFxp::MainMenu(Bar& bar){
 bar.Add(t_("File"),THISBACK(FileMenu));
}
void UFxp::FileMenu(Bar& bar){
 bar.Add(t_("About"),THISBACK(do_About));
}
```

And for some reason, my "File" menu is still "File", but "About" actually turns up in Swedish. In Japanese I just get square boxes, presumably as it uses the wrong font.

What I am curious about is, why would you want to use SetLanguage in your code? Should it not use the Environment variables to decide which locate is preferred? If I always pick SetLanguage(ENGLISH), would that not break the idea that anyone can do .tr files to add their own locale to an application?

Is SetLanguage really supposed to be used if I have a Language> menu, and let users pick a language that way? Ie, I should leave it alone, and only set it if I chose to offer an option to set

languages.

Should I be able to set LANG to seSV.UTF-8 or jaJP.UTF-8 and have my application use that language?
