

Subject: menu's small box when i18n

Posted by [zouqi](#) on Wed, 22 Sep 2021 09:24:07 GMT

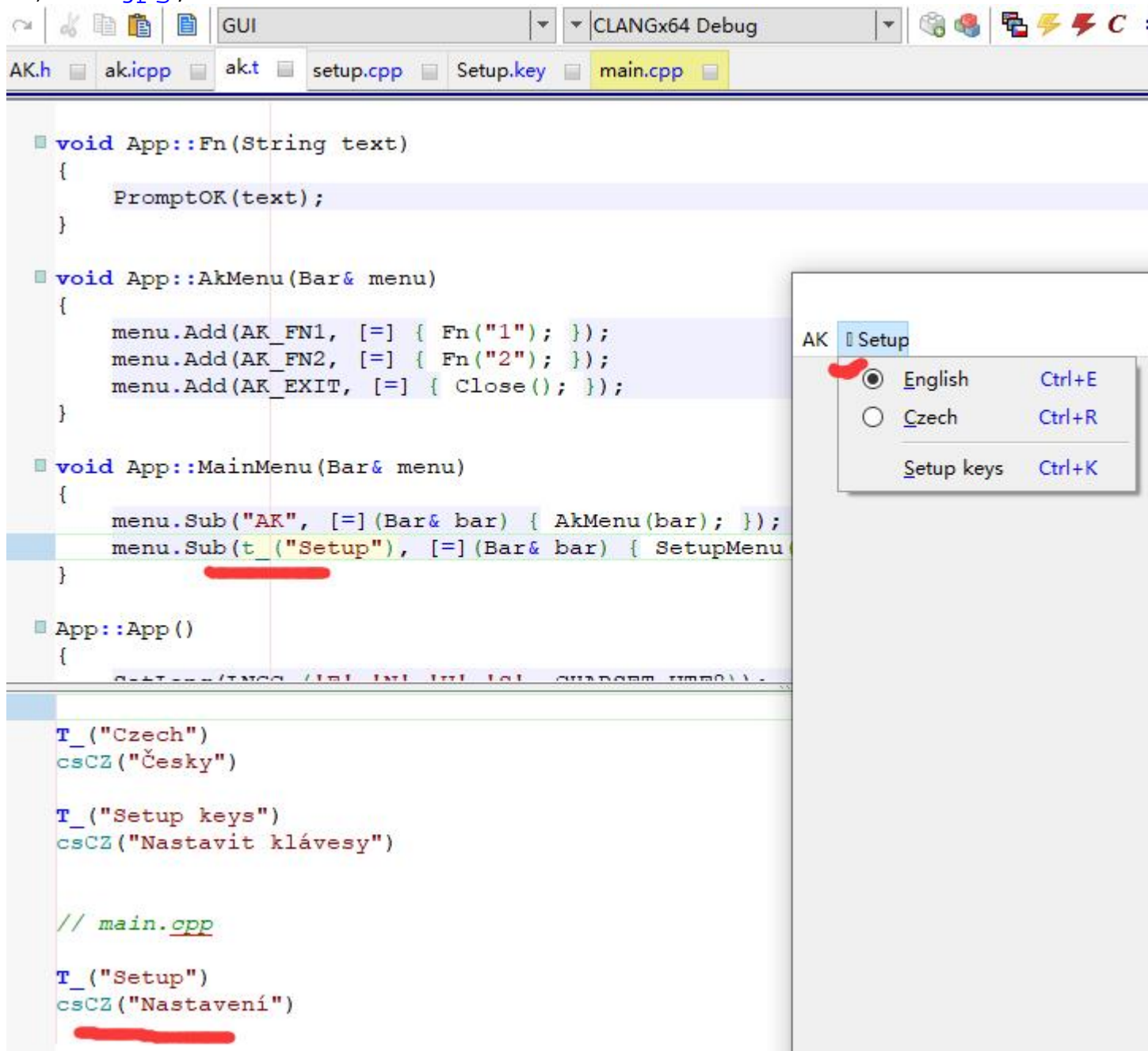
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Hello,

In the reference AK package, if the menu "Setup" add `t_("Setup")`, then there are a small box before Setup, if not the `i18n t_`, it will be ok.

File Attachments

1) [ak.jpg](#), downloaded 618 times



The screenshot shows a code editor with several files open: AK.h, ak.icpp, ak.t, setup.cpp, Setup.key, and main.cpp. The code in setup.cpp defines methods for an application, including `App::Fn`, `App::AkMenu`, and `App::MainMenu`. The `MainMenu` method adds a menu item "AK" and a sub-menu item `t_("Setup")`. The `App::App` constructor calls `SetupMenu`. The `main.cpp` file defines the `T_` and `csCZ` macros for localization. A red box highlights the `t_("Setup")` call in `MainMenu` and the `T_` and `csCZ` calls in `main.cpp`. On the right, a menu box is shown with the title "AK" and a sub-menu item "Setup". The sub-menu contains three items: "English" (selected) with `Ctrl+E`, "Czech" with `Ctrl+R`, and "Setup keys" with `Ctrl+K`. A red heart icon is next to the "English" item.

```
void App::Fn(String text)
{
    PromptOK(text);
}

void App::AkMenu(Bar& menu)
{
    menu.Add(AK_FN1, [=] { Fn("1"); });
    menu.Add(AK_FN2, [=] { Fn("2"); });
    menu.Add(AK_EXIT, [=] { Close(); });
}

void App::MainMenu(Bar& menu)
{
    menu.Sub("AK", [=](Bar& bar) { AkMenu(bar); });
    menu.Sub(t_("Setup"), [=](Bar& bar) { SetupMenu
}

App::App()
{
    SetupMenu(=) (T_("Czech")
csCZ("Česky")

T_("Setup keys")
csCZ("Nastavit klávesy")

// main.cpp

T_("Setup")
csCZ("Nastavení")
```