Subject: How to reset a file .t Posted by forlano on Sun, 28 May 2006 15:33:52 GMT View Forum Message <> Reply to Message

Hello,

I used the option "Import runtime translation file". the .tr file came in my .t file. But now I want generate a new empty .t file. With my surprise it is always generated with the translation of the previous .tr file.

Is there a chance to remove the previous translation and get a cleaned .t file?

Luigi

Subject: Re: How to reset a file .t Posted by forlano on Sun, 28 May 2006 15:39:25 GMT View Forum Message <> Reply to Message

forlano wrote on Sun, 28 May 2006 17:33Hello,

I used the option "Import runtime translation file". the .tr file came in my .t file. But now I want generate a new empty .t file. With my surprise it is always generated with the translation of the previous .tr file.

Is there a chance to remove the previous translation and get a cleaned .t file?

Luigi

I've discovered a repositary.t file where finished my translation file. I'm tempted to delete it but I'm afraid to loose even other things that I could need.

Subject: Re: How to reset a file .t Posted by mirek on Sun, 28 May 2006 22:24:50 GMT View Forum Message <> Reply to Message

forlano wrote on Sun, 28 May 2006 11:33Hello,

I used the option "Import runtime translation file". the .tr file came in my .t file. But now I want generate a new empty .t file. With my surprise it is always generated with the translation of the previous .tr file.

Is there a chance to remove the previous translation and get a cleaned .t file?

Luigi

Not at the moment, known translation are always inserted. Why do not you want previous translations?

Mirek

Subject: Re: How to reset a file .t Posted by forlano on Sun, 28 May 2006 22:54:27 GMT View Forum Message <> Reply to Message

luzr wrote on Mon, 29 May 2006 00:24Not at the moment, known translation are always inserted. Why do not you want previous translations?

Mirek

In the previous version of .t file there were no translation at all. I left it empty because I wanted the user could add his translation via a .tr file as discussed in a previous thread. One user send me his .tr file and I did the mistake to try the import feature. I believed I could neglect it when I wanted. Instead now this translation is in theIDE as a virus in each .t file. Unfortunaly when the .t file of an application has already the translation the .tr file cannot update it. I would prefer the opposite behaviour: the presence of the .tr file should always override what has been compiled with the .t file. If one want the default behaviour should just remore the .tr file.

Luigi

Subject: Re: How to reset a file .t Posted by mirek on Mon, 29 May 2006 06:41:45 GMT View Forum Message <> Reply to Message

I believe that .tr file in .exe directory overwrites compiled-in translations (from .t files).

As for deteting translation repository, it should cause no problem (OTOH, new will be created pretty fast from strings present in .t)

Mirek

Subject: Re: How to reset a file .t Posted by forlano on Mon, 29 May 2006 15:02:13 GMT View Forum Message <> Reply to Message

luzr wrote on Mon, 29 May 2006 08:411 believe that .tr file in .exe directory overwrites compiled-in translations (from .t files).

Mirek

Unfortunately not. It is the opposite: the compiled-in file override the .tr file in the exe directory. The items of .tr files are read only when .t file has not the corrispondent item. I guess should be easy to invert such behaviour. Could you give me a hint?

Luigi

Subject: Re: How to reset a file .t Posted by mirek on Wed, 31 May 2006 08:04:21 GMT View Forum Message <> Reply to Message

forlano wrote on Mon, 29 May 2006 11:02luzr wrote on Mon, 29 May 2006 08:41l believe that .tr file in .exe directory overwrites compiled-in translations (from .t files).

Mirek

Unfortunately not. It is the opposite: the compiled-in file override the .tr file in the exe directory. The items of .tr files are read only when .t file has not the corrispondent item. I guess should be easy to invert such behaviour. Could you give me a hint?

Luigi

Well, it was a bug - now it is fixed.

Mirek

Page 3 of 3 ---- Generated from U++ Forum