Subject: Translation files
Posted by idkfa46 on Tue, 01 Sep 2020 15:44:09 GMT
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Hi guys,
I was going to internationalize my tool and I had a look at the online documentation (https://www.ultimatepp.org/srcdoc$Core$i18n$en-us.html and https://www.ultimatepp.org/srcdoc$Core$Translating$en-us.htm l) but it's not clear for me if there is an easy way to generate the .t file that includes all T_() macros present in my package.

Is there a good example to look at in the Bazaar to set this feature?

Thanks,
Matteo

Subject: Re: Translation files
Posted by mirek on Tue, 01 Sep 2020 17:13:11 GMT
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What you need to do is to add .t file to your package, then use "Project/Synchronize translation files...". TheIDE then scans through all packages and where it finds .t, scans all files for t_ texts. It would be probably wise at that point to uncheck all translation files that you do not want to update, leving just your .t file. Then there is Versions list - that one is editable. There you want to add all languages that you need. After pressing OK, TheIDE update all .t files that have check, adding empty definitions for all string/language combos that are not alredy defined.

Mirek

Subject: Re: Translation files
Posted by idkfa46 on Wed, 02 Sep 2020 09:03:29 GMT
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Good news! I forgot to add the .t file before running the "Synchronize translation file" and my package was not included in the list!

Thanks,
Matteo

Subject: Re: Translation files
Posted by idkfa46 on Thu, 03 Sep 2020 14:27:47 GMT
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Hi guys,
I'm here again... I made a test but I have a few problems changing the language setting inside the

tool

I set the .t file that include (encoded UTF8)

```
#ifdef _MSC_VER
#pragma setlocale("C")
#endif

T_("Support")
itIT("Supporto")
```

I try to change the language with the function below:

```
void STDctrl::Language(void)
{
 MenuBar bar;
 bar.MaxIconSize(Size(80,35)).LeftGap(85);
 bar.Add("Italiano", Images::Flag, THISBACK1(SetLang, 10));
 bar.Add("English", Images::Flag, THISBACK1(SetLang, 20));
 bar.Execute();
}

void STDctrl::SetLang(int i)
{
 switch(i) {
 case 10:
  SetLanguage(LNGC_('I','T','I','T', CHARSET_UNICODE));
  Refresh();
  break;
 case 20:
  SetLanguage(LNGC_('E','N','U','S', CHARSET_UNICODE));
  Refresh();
  break;
 default:
  SetLanguage(LNGC_('E','N','U','S', CHARSET_UNICODE));
  Refresh();
  break;
 }
}
```

and this:

```
GUI_APP_MAIN
{
SetLanguage( GetSystemLNG());
}
```

When I open the software the "SetLanguage(GetSystemLNG())" function works and the tool display the italian translation "supporto" but if I try to call the function THISBACK1(SetLang, 10 or 20) nothing happen. Maybe I have to refresh something?

One more question, can I turn the default setting to italian and English as a second language with something like this?ù

T_("Supporto")
enUS("Support")

Thanks,
Matteo

Subject: Re: Translation files
Posted by mirek on Thu, 03 Sep 2020 14:55:59 GMT
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idkfa46 wrote on Thu, 03 September 2020 16:27

When I open the software the "SetLanguage(GetSystemLNG())" function works and the tool display the italian translation "supporto" but if I try to call the function THISBACK1(SetLang, 10 or 20) nothing happen. Maybe I have to refresh something?

Changing language requires restart, sorry. It would have performance impact otherwise.

You might perhaps organize things so that the application restarts itself after changing the language.

Quote:
One more question, can I turn the default setting to italian and English as a second language with something like this?ù

T_("Supporto")
enUS("Support")

Not possible - there is no info in t_ about the language or even package, so one language has to be "reference" one.

We could certainly do that, but that would complicate the whole process.

Mirek

Subject: Re: Translation files
Posted by idkfa46 on Thu, 03 Sep 2020 15:37:35 GMT
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mirek wrote on Thu, 03 September 2020 16:55

Changing language requires restart, sorry. It would have performance impact otherwise.

You might perhaps organize things so that the application restarts itself after changing the language.

So fare the only solution is:
- remove the SetLanguage(GetSystemLNG()) at the software start
- store the user setting somewhere
- read the user setting at the software re-start

Thanks, I'll try...
Matteo

Subject: Re: Translation files
Posted by mirek on Thu, 03 Sep 2020 16:50:54 GMT
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idkfa46 wrote on Thu, 03 September 2020 17:37mirek wrote on Thu, 03 September 2020 16:55

Changing language requires restart, sorry. It would have performance impact otherwise.

You might perhaps organize things so that the application restarts itself after changing the language.

So fare the only solution is:
- remove the SetLanguage(GetSystemLNG()) at the software start

- store the user setting somewhere
- read the user setting at the software re-start

Thanks, I'll try...
Matteo

Exactly!

Mirek

Subject: Re: Translation files
Posted by idkfa46 on Wed, 23 Sep 2020 09:22:54 GMT
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It's working fine but when I import to my file.t accented characters the tool convert it as below:

T_("Stampa")
csCZ("Tisk")
enGB("Print")
esES("Impresi\303\263n") -- ???? -- instead of esES("Impresión")
itIT("Stampa")

Why? If I close and open UPP again all come back to normality...

Thanks,
Matteo

Subject: Re: Translation files
Posted by mirek on Wed, 23 Sep 2020 09:46:02 GMT
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idkfa46 wrote on Wed, 23 September 2020 11:22It's working fine but when I import to my file.t accented characters the tool convert it as below:

Import how? I will check...

This is probably some remnant of workaround for problems with some compilers that were not allowing >128 chars in strings...

Subject: Re: Translation files
Posted by idkfa46 on Wed, 23 Sep 2020 12:18:48 GMT
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mirek wrote on Wed, 23 September 2020 11:46idkfa46 wrote on Wed, 23 September 2020 11:22It's working fine but when I import to my file.t accented characters the tool convert it as below:

Import how? I will check...

This is probably some remnant of workaround for problems with some compilers that were not allowing >128 chars in strings...

I just copy and paste from notepad...

Matteo

Subject: Re: Translation files
Posted by idkfa46 on Wed, 23 Sep 2020 12:25:26 GMT
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One more question... sometimes I find "// Obsolete" in my file.t

What does it mean?

Thanks,
Matteo

Subject: Re: Translation files
Posted by mirek on Wed, 23 Sep 2020 14:08:04 GMT
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idkfa46 wrote on Wed, 23 September 2020 14:25

One more question... sometimes I find "// Obsolete" in my file.t

What does it mean?

Thanks,
Matteo

It means that the english string (like t_("text to translate")) is not in project anymore.

Subject: Re: Translation files
Posted by mirek on Wed, 23 Sep 2020 14:22:29 GMT
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idkfa46 wrote on Wed, 23 September 2020 14:18mirek wrote on Wed, 23 September 2020 11:46idkfa46 wrote on Wed, 23 September 2020 11:22It's working fine but when I import to my file.t accented characters the tool convert it as below:

Import how? I will check...

This is probably some remnant of workaround for problems with some compilers that were not allowing >128 chars in strings...

I just copy and paste from notepad...

Matteo

Cannot reproduce. What I have tried:

I have added test.t into some testing main package, added some t_("something"), did Project/Synchronize translation files.., added esES variant, then gone to test.t and copy&paste Impresión from here to test.t. Everything seems normal.

Where have I diverted from what you are doing?

Mirek

Subject: Re: Translation files
Posted by Klugier on Wed, 23 Sep 2020 14:38:29 GMT
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Hello Mirek,

I can reproduce it - just open .t file then switch to hex edit and then go to text view again. All special symbols are dispayed as \${value}.

Klugier

Subject: Re: Translation files
Posted by mirek on Wed, 23 Sep 2020 15:11:37 GMT
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Klugier wrote on Wed, 23 September 2020 16:38Hello Mirek,

I can reproduce it - just open .t file then switch to hex edit and then go to text view again. All special symbols are dispayed as \${value}.

Klugier

After further investigation, as weird as it sounds this is OK. I am sorry I have forgot this over years.

Thing is, the text really is stored on the disk with those \xxx values as workaround for visual c++ compiler, which otherwise complains. However to make everything readable and editable, this conversion for .t files normally happens on load / save.

Now if you press Ctrl+B and then Ctrl+T, the problem is that Ctrl+T is command that forces to display file exactly as it is on disk (e.g. layout file). You can switch this by just pressing Ctrl+T, without Ctrl+B...

So maybe a bit confusing, but harmless...

Mirek

Subject: Re: Translation files
Posted by idkfa46 on Wed, 23 Sep 2020 15:32:08 GMT
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Got it, thanks!

Matteo

Subject: Re: Translation files
Posted by Klugier on Sat, 26 Sep 2020 22:15:25 GMT
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Hello Mirek,

After today analyzing of ide tool bar. I came into conclusion that the designed behavior of handling translation file is as follow:
- text editing (it displays special numbers)
- designer mode (it displays symbols correctly without special numbers), however in UI it is treated as text mode... (second text mode with no UI representation...)

So, what we should do in this case is representing "designer" state for .t file (Right now it is interpreted as text and this is misleading for our users).

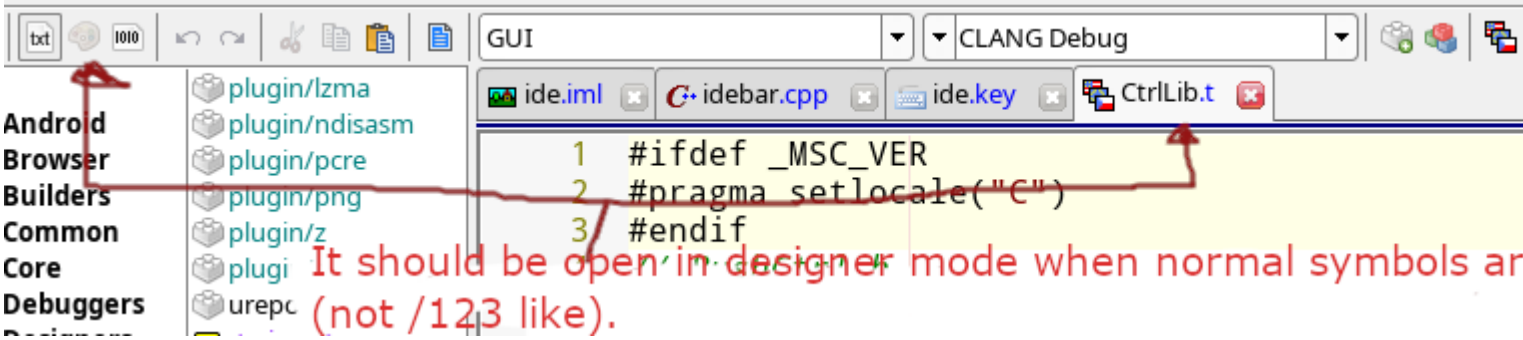
Take a look at this screenshot

Matteo thanks for reporting.

Klugier

File Attachments

1) TAsDeisgner.png, downloaded 1030 times



Subject: Re: Translation files
Posted by idkfa46 on Wed, 30 Sep 2020 10:31:14 GMT
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I'm here again! The tranlsation mode works very well but I'm in trouble with my database...
When I change the language the t_() content inside the db do not change and I have a few queries that fail!

here is an example:

```
void Impostazioni::ResetDbCoefCombinaz()
{
 SQL & Delete(COEFCOMBIN);

 int i=0;
 Progress p(t_("Creating database: coefficienti di combinazione..."));

 try
 {
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Carichi permanenti"))(PSI0j,0)(PSI1j,0)(PSI2j,0);
p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Carichi permanenti NON
```

```
strutturali"))(PSI0j,0)(PSI1j,0)(PSI2j,0); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Categoria A Ambienti ad uso
residenziale"))(PSI0j,0.70)(PSI1j,0.50)(PSI2j,0.30); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Categoria B
Uffici"))(PSI0j,0.70)(PSI1j,0.50)(PSI2j,0.30); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Categoria C Ambienti suscettibili di
affollamento"))(PSI0j,0.70)(PSI1j,0.70)(PSI2j,0.60); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Categoria D Ambienti ad uso
commerciale"))(PSI0j,0.70)(PSI1j,0.70)(PSI2j,0.60); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Categoria E Biblioteche, archivi, magazzini e
ambienti ad uso industriale"))(PSI0j,1.00)(PSI1j,0.90)(PSI2j,0.80); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Categoria F Rimesse e parcheggi (per
autoveicoli di peso <= 30 kN)"))(PSI0j,0.70)(PSI1j,0.70)(PSI2j,0.60); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Categoria G Rimesse e parcheggi (per
autoveicoli di peso > 30 kN)"))(PSI0j,0.70)(PSI1j,0.50)(PSI2j,0.30); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Categoria H
Coperture"))(PSI0j,0.00)(PSI1j,0.00)(PSI2j,0.00); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Vento"))(PSI0j,0.60)(PSI1j,0.20)(PSI2j,0.00);
p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Neve (a quota <= 1000 m
s.l.m.)"))(PSI0j,0.50)(PSI1j,0.20)(PSI2j,0.00); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Neve (a quota > 1000 m
s.l.m.)"))(PSI0j,0.70)(PSI1j,0.50)(PSI2j,0.20); p.SetPos(++i);
  SQL & Insert(COEFCOMBIN)(CATEGORIA,t_("Variazioni
termiche"))(PSI0j,0.60)(PSI1j,0.50)(PSI2j,0.00); p.SetPos(++i);
 }
 catch(SqlExc &e)
 {
  Exclamation("[* " + DeQtfLf(e) + "]");
 }
}

double Impostazioni::GetPsi0j(String s)
{
 SQL * Select(PSI0j).From(COEFCOMBIN).Where(CATEGORIA == s); return SQL[PSI0j];
}
```

Is there any trick to solve it or to force the language update?

Thanks,
Matteo

Subject: Re: Translation files

Posted by idkfa46 on Fri, 02 Oct 2020 06:51:38 GMT
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The only solution I have found till now is to reset the database at the language change... it's not the best solution in my mind because I lose possible user settings

Matteo

Subject: Re: Translation files
Posted by mirek on Fri, 02 Oct 2020 09:24:43 GMT
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idkfa46 wrote on Fri, 02 October 2020 08:51The only solution I have found till now is to reset the database at the language change... it's not the best solution in my mind because I lose possible user settings

Matteo

Sorry I have not replied sooner, but it is not at all clear to me what you are trying to achieve...

Now it seems like you have some texts in database and you want these to change based on current language?

If these are there, the Insert really is not the SQL command you want to use. What about Update? (of course, you need to insert these records first)

Mirek

Subject: Re: Translation files
Posted by idkfa46 on Fri, 02 Oct 2020 10:04:58 GMT
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Ciao Mirek,
thank your for your feedback. I try to better explaining the situation...

1 - At the moment I have a database that contain text in a t_() macro and at the first run the database is create with the user language
2 - If the user change the language setting and restart the tool all the software change language making exception for the database text
3 - At this stage I have a few queries like this one that fails because the match "s" = "CATEGORIA" doesn't work (it's a different language!)

```
double Impostazioni::GetPsi0j(String s)
{
```

```
 SQL * Select(PSI0j).From(COEFCOMBIN).Where(CATEGORIA == s); return SQL[PSI0j];
}
```

4 - To solve it I have to update the text translation in the database... To reset de database to default setting is the easiest way but I gonna lose possible user settings!

My question:

Is there a trick to force database translation update?
I have to read and update it row by row? In that case is it possible to read the database text with a Select * and Update the translation without going throught the T_("") language with something like this?

```
try
{
 SQL * Select(CATEGORIA).From(COEFCOMBIN);

 while(SQL.Fetch())
 {
  SQL & ::Update(COEFCOMBIN)(CATEGORIA, t_(SQL[CATEGORIA])).Where(CATEGORIA ==
SQL[CATEGORIA]);
 }
}
```

Thanks,
Matteo

Subject: Re: Translation files
Posted by mirek on Sat, 03 Oct 2020 02:38:23 GMT
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idkfa46 wrote on Fri, 02 October 2020 12:04Ciao Mirek,
thank your for your feedback. I try to better explaining the situation...

1 - At the moment I have a database that contain text in a t_() macro and at the first run the database is create with the user language

I guess you might got this a bit wrong, perhaps you see a magic in t_ that is not there.. All that t_ does is that it might return different string literal. So your database contains texts, period.

Quote:

Is there a trick to force database translation update?
I have to read and update it row by row? In that case is it possible to read the database text with a Select * and Update the translation without going throught the T_("") language with something like this?

Basically, yes.

Maybe you can delete the whole table content and insert new values?

All that said, this design, depending on translation, feels pretty awful. What about defining some integer constants instead of texts?

Alternatively, what about having these texts in DB in english and do the eventual translation in the application?

Mirek

Subject: Re: Translation files
Posted by idkfa46 on Wed, 07 Oct 2020 11:35:54 GMT
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In the end I go to reset the whole database at the language change... I'm implementing and old project not structured for multilanguage and the db changes impacts everywhere...

Thanks,
Matteo
