Subject: [BUG] Translatable menu text of accelerator keys contains invalid characters.
Posted by Oblivion on Fri, 02 Apr 2021 11:11:30 GMT
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Hello,

If accelerator keys with translatable (with t_()) text are used on GNOME, the menu text contain invalid character(s), See: reference/AK

Code:

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

Screenshot:

This occurs on other applications with translatable text (when Accelarator keys are enabled) as well.

Edit: This happens on menu items with translatable text, not defined in .key file (as is in the above example).

Best regards,
Oblivion.

File Attachments
1) Ekran Görüntüsü - 2021-04-02 14-08-05.png   , downloaded
515 times

Subject: Re: [BUG?] Translatable menu text of accelerator keys contains invalid characters.
Posted by Oblivion on Fri, 02 Apr 2021 12:11:21 GMT
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It appears that tt_() macro can be used to fix this issue, as it does not prepend '\3' to string literals.

But I am not sure if this is a hack or officially supported....

Best regards,
Oblivion