
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 Accelerator 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 408 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
