
Subject: How to display several languages without translation files?

Posted by [fudadmin](#) on Sat, 05 Aug 2006 16:36:44 GMT

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this topic is a continuation of:

<http://www.arilect.com/upp/forum/index.php?t=msg&th=270&start=0&>

My question is:

How to display several languages without translation files (data coming from a database)?

(I have to have at least 3 languages)

1 case:

several languages in one string to one text (or array) controls?

2 case:

several languages from different differently encoded strings each going to a separate text (or array cell) control.

For the 1 case, AFAIK, the only possibility is unicode/utf or WString. Am I right?

While I have succeeded this way for ArrayCtrl, I can't get the same for Label text. I guess this is not possible without telling it when to switch different language encodings (code pages) inside the text. Am I right?

That why I am asking for case 2.

Then I would like to write:

Label l;

```
l.text=RU_RU(ru_ru1);
```

...

and accordingly for all other languages.

Then,

```
SetLanguage(LNGC_('R', 'U', 'R', 'U', CHARSET_WIN1251));
```

is no help? Am I right? (BTW, What is the scope of SetLanguage? global project, file, or several lines until next one?)

I tried different:

```
// rus2=ToCharset(CHARSET_WIN1251, rus2, 255);
```

```
// rus2=ToCharset(CHARSET_KOI8_R, rus2,CHARSET_WIN1251);
```

```
rus2=ToCharset(CHARSET_KOI8_R, rus2,255);
```

but with no succes.

What is the correct way?

Subject: Re: How to display several languages without translation files?

Posted by [mirek](#) on Sat, 05 Aug 2006 19:07:08 GMT

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What is DB encoding?

Mirek

Subject: Re: How to display several languages without translation files?

Posted by [fudadmin](#) on Sat, 05 Aug 2006 22:10:42 GMT

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luzr wrote on Sat, 05 August 2006 20:07What is DB encoding?

Mirek

Forget DB.

The problem is to make several labels with a different language each. Or column titles. From *.cpp file. Is this possible? If yes, how?

Edit: P.S -no translation files. Not using translation files.

Edit2:

like this

...

Label l;

l.text=???((???,ru_ru1,???);

...

I've set the existing *.cpp file to UTF8.

Subject: Re: How to display several languages without translation files?

Posted by [mirek](#) on Sun, 06 Aug 2006 06:26:03 GMT

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fudadmin wrote on Sat, 05 August 2006 18:10luzr wrote on Sat, 05 August 2006 20:07What is DB encoding?

Mirek

Forget DB.

The problem is to make several labels with a different language each. Or column titles. From *.cpp file. Is this possible? If yes, how?

Edit: P.S -no translation files. Not using translation files.

Edit2:

like this

```
...  
Label l;  
  
l.text=???(???,ru_ru1,???)  
...
```

I've set the existing *.cpp file to UTF8.

Oooops. Looks like my explanation about "default-default" charset was wrong.... Perhaps because of backward compatibility, default-default is WIN1252 (which AFAIK is equal to ISO-8859-1) - code-pages used in US.

So what you need to do is SetDefaultCharset(CHARSET_UTF8); at the start of your code.

(Should I change this?)

There is no need to play with ToUnicode then, just use the UTF-8:

```
chrset::chrset()  
{  
    CtrlLayout(*this, "Window title");  
  
}  
  
GUI_APP_MAIN  
{  
    SetDefaultCharset(CHARSET_UTF8);  
    chrset().Run();  
}
```

Mirek

Subject: Re: How to display several languages without translation files?

Posted by [fudadmin](#) on Tue, 08 Aug 2006 17:24:32 GMT

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luzr wrote on Sun, 06 August 2006 07:26

Oooops. Looks like my explanation about "default-default" charset was wrong.... Perhaps because of backward compatibility, default-default is WIN1252 (which AFAIK is equal to ISO-8859-1) - code-pages used in US.

So what you need to do is `SetDefaultCharset(CHARSET_UTF8);` at the start of your code.

(Should I change this?)

There is no need to play with `ToUnicode` then, just use the UTF-8:

```
chrset::chrset()
{
    CtrlLayout(*this, "Window title");

}

GUI_APP_MAIN
{
    SetDefaultCharset(CHARSET_UTF8);
    chrset().Run();
}
```

Mirek

Thanks! At last (I think...) I understand

===

U++, when compiling, doesn't use the same "brain part" which U++ editor uses... and doesn't know which encoding comes to its "mouth".

When compiling, you have to tell U++ "brain" which "mouth" to open by telling explicitly `SetDefaultCharset(...)`.

Then you can manipulate the "digesting process" (and different "output products") with `ToCharset`, `ToUnicode`, `ToUtf...` etc.

===

Conclusive tip: To have WYSIWYG (what you see is what you get) you have to have the same encoding (eg. UTF8) for your file and `SetDefaultCharset(...)`.

===

The scope of `SetDefaultCharset(...)` is your application (not package).

===

Is everything correct?

[P.S.Edited according to below...]

Subject: Re: How to display several languages without translation files?

Posted by [mirek](#) on Tue, 08 Aug 2006 18:29:23 GMT

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Beware, scope of SetDefaultCharset is the whole application (I cannot imagine how to limit its scope to package only....)

I guess this needs more explainint.

DefaultCharset is single global variable. Value of this variable is used on a couple of absolutely critical places to convert char to wchar and back when no explicit charset (codepage) is specified, namely:

String <-> WString

host OS text (e.g. filesystem names)

text translations via t_ function (all translations are stored in UTF-8, t_ translates them to current default charset).

Maybe I forgot something, but these three points are mostly enough to have your app in any encoding you need.

Speaking about UTF-8, note that U++ UTF-8 has a little "improvement" - standard UTF-8 has problem as not every combination of bytes is valid UTF-8 text (means you can have "UTF-8 format errors").

This causes stupid problem for UTF-8 capable editors (e.g. the source editor in TheIDE) - if you have a file that contains multiple encodings (why not...), you cannot open it in the editor.

Therefore, U++ extends UTF-8 to cover these cases by encoding "errors" using "Unicode private area" - 0xee00 - 0xeeff. This way, you can load and save such files without problems. (Nice name for this format is therefore UTF-8EE - could mean "error extension" and is the same as hex address

Mirek

Subject: Re: How to display several languages without translation files?

Posted by [fudadmin](#) on Wed, 09 Aug 2006 15:19:47 GMT

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I edited my previous post. I had in mind "your package application" but then somehow (wrongly) assumed application==package.... Your post makes those things even more clear. Thanks.
