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Subject: CJK (chinese / japanesse / korean) improvements

Posted by [mirek](#) on Tue, 29 Aug 2006 10:10:50 GMT

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Fruitfull discussion with hongdong led to these improvements:

\* U++ is now able to read multibyte (CJK) encoded filesystem (e.g. FileSelector now should correctly display chinese filenames).

\* LineEdit (and therefore TheIDE) now displays CJK ideographs in double width

\* FontInfo is now optimized not to waste space storing ideograph widths, as ideographs seem to be monospaced (however, it is tested so this optimization is performed only if they really are monospaced).

\* New IsCJKIdeograph function returns true if unicode character is cjk ideograph

I am not 100% sure if my range is correct, I have defined it as

```
inline bool IsCJKIdeograph(int c) { return c >= 0x2e80 && c <= 0xdfaf || c >= 0xf900 && c <= 0xfaff; }
```

Anyway, for current practical purposes (LineEdit) it should be OK.

Mirek

P.S.: What about chinese translation?

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [Anonymous](#) on Wed, 30 Aug 2006 09:35:16 GMT

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The improvement is so quick, really surprising!

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [Anonymous](#) on Thu, 31 Aug 2006 00:27:47 GMT

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luzr wrote on Tue, 29 August 2006 06:10 Fruitfull discussion with hongdong led to these improvements:

\* U++ is now able to read multibyte (CJK) encoded filesystem (e.g. FileSelector now should correctly display chinese filenames).

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```

Anyway, for current practical purposes (LineEdit) it should be OK.

Mirek

it is already in 608-dev2,so happy!!

Quote:

P.S.: What about chiness translation?

no necessary but would be nice.

## File Attachments

1) [UCJK.pdf](#), downloaded 1538 times

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Subject: Re: CJK (chinese / japanese / korean) improvements

Posted by [mirek](#) on Thu, 31 Aug 2006 03:22:08 GMT

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Quote:

Quote:

P.S.: What about chiness translation?

no necessary but would be nice.

Actually, that was a suggestion for your contribution:)

Mirek

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Subject: Re: CJK (chinese / japanese / korean) improvements

Posted by [Anonymous](#) on Thu, 31 Aug 2006 04:59:51 GMT

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luzr wrote on Wed, 30 August 2006 23:22

Actually, that was a suggestion for your contribution:)

Mirek

I would like to, but now I just begin to learn U++, I hope I can do it not too late.  
thank you for your trust!

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [mirek](#) on Thu, 31 Aug 2006 15:47:35 GMT

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All you need to do is run TheIDE with specific flag, then edit single text file.

See [http://upp.sourceforge.net/srcdoc\\$Core\\$i18n\\$en-us.html](http://upp.sourceforge.net/srcdoc$Core$i18n$en-us.html)

Use UTF-8 for chinese.

Anyway, there is no hurry. But chinese would be nice to have, if only as proof of concept....

Mirek

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [Anonymous](#) on Fri, 01 Sep 2006 01:22:51 GMT

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Hi, Open IDE package, in menu "Synchronize translation files" (STF) -> Versions -> context menu -> Add, can't find ZH. my Lang tag is zh-CN. I try to modify Core.t file manually, add something at the same way as others, this time STF can't find Core.t anymore. there something wrong, any hint?

thanks !

### File Attachments

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1) [Core.t](#), downloaded 1568 times

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [mirek](#) on Fri, 01 Sep 2006 06:04:12 GMT

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First of all, modifying Core.t is possible but not the best way how to do that. You should rather produce .tr file.

Other than that, yes, now looking at sources, I am now afraid chinese i18n codes are not there yet

What combinations should we support for CJK?

Mirek

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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [Anonymous](#) on Fri, 01 Sep 2006 07:25:01 GMT

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I read the link you point,there two ways to translate,one is on compile time,second on runtime.I prefer runtime,because it only need one build exe,people can easily add another language support without recomplie all.

yes,"chinesse i18n codes" t.h has no zhCN info

btw,how about the font selector's chinese support(I post it in I18N)

thanks

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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [mirek](#) on Fri, 01 Sep 2006 08:19:03 GMT

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What about Japan and Korea?

As for font names, I have noticed the problem. Working on solution (it is a little bit more complicated fix - we will need to enhance the code for storing "os-encoded" name and "translated" name...)

Mirek

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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [mirek](#) on Fri, 01 Sep 2006 08:20:09 GMT

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P.S.: Runtime translation support (export .tr and fix it...) can be easily imported by theide to provide compile time support. That is why it is preferred method of providing translations.

Mirek

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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [Anonymous](#) on Fri, 01 Sep 2006 15:05:11 GMT

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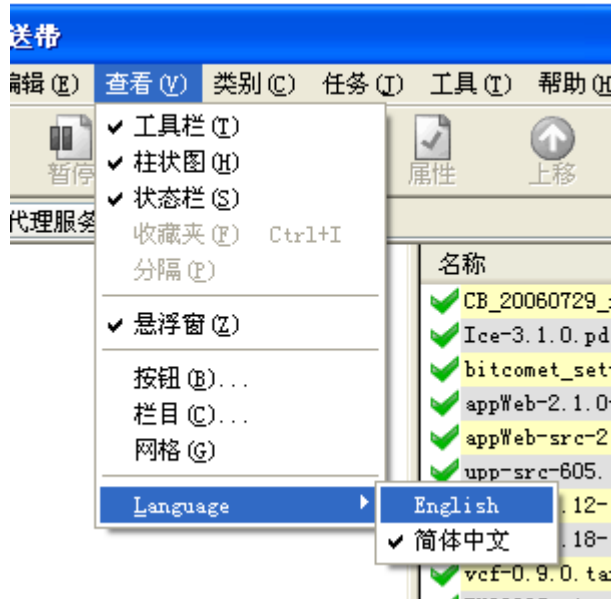
---

I have made a .tr file,but how can use it to make theIDE's face to be Chinese.my suggestion:insert one button to menu of application,use this someone can select which language to be used.

File Attachments

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1) [Lang.png](#), downloaded 2493 times



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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [Anonymous](#) on Fri, 01 Sep 2006 15:08:42 GMT

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Here is the .tr file. I think .tr is likely wx's .po file

### File Attachments

1) [zhCN.tr](#), downloaded 1592 times

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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [Anonymous](#) on Fri, 01 Sep 2006 15:11:07 GMT

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luzr wrote on Fri, 01 September 2006 04:19 What about Japan and Korea?

Mirek

I don't Know Japanese and Korea too.but principle is same

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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [mirek](#) on Sat, 02 Sep 2006 06:06:38 GMT

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Actually, we have no plans to internationalize TheIDE. The idea of C++ programmer that does not understand English is weird one.

Language switching should be the function of application.

Mirek

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [mirek](#) on Sat, 02 Sep 2006 06:16:23 GMT

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hongdong wrote on Fri, 01 September 2006 11:08Here is the .tr file. I think .tr is likely wx's .po file

This does not look like UTF-8. Have you edited the file using TheIDE with UTF-8 settings?

Mirek

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [Anonymous](#) on Sat, 02 Sep 2006 07:44:06 GMT

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luzr wrote on Sat, 02 September 2006 02:16

This does not look like UTF-8. Have you edited the file using TheIDE with UTF-8 settings?

Mirek

Sorry,now it is UTF8

#### File Attachments

1) [zhCN.tr](#), downloaded 1539 times

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [mirek](#) on Sat, 02 Sep 2006 21:19:42 GMT

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OK, now in the main tree...

BTW, have you used TheIDE to edit the file? There was some strange character before "LANGUAGE" at the beginning of the file...

Mirek

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Subject: Re: CJK (chinese / japanesse / korean) improvements

Posted by [Anonymous](#) on Sun, 03 Sep 2006 05:55:57 GMT

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luzr wrote on Sat, 02 September 2006 17:19OK, now in the main tree...

BTW, have you used TheIDE to edit the file? There was some strange character before "LANGUAGE" at the beginning of the file...

Mirek

no,I used UltraEdit(just custom),I don't know why there is difference.

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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [Anonymous](#) on Sun, 03 Sep 2006 05:58:12 GMT

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luzr wrote on Sat, 02 September 2006 02:06Actually, we have no plans to internationalize TheIDE. The idea of C++ programmer that does not understand English is weird one.

Language switching should be the function of application.

Mirek

I agree

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Subject: Re: CJK (chinesse / japanesse / korean) improvements

Posted by [mirek](#) on Sun, 03 Sep 2006 06:05:55 GMT

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hongdong wrote on Sun, 03 September 2006 01:55luzr wrote on Sat, 02 September 2006 17:19OK, now in the main tree...

BTW, have you used TheIDE to edit the file? There was some strange character before "LANGUAGE" at the beginning of the file...

Mirek

no,I used UltraEdit(just custom),I don't know why there is difference.

Well, there are some characters in UTF-16 that define byte ordering, I bet it was that.

Mirek

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