Subject: Internationalizing Keyboard Accelerator Keys?
Posted by Werner on Tue, 26 Dec 2006 21:57:45 GMT

As far as I see

bar.Add("New", THISBACK(OnNew)).Key(K_CTRL_N);

always yields

Quote:New <right-justified>Ctrl+N

But that is for an (American) English keyboard. In German for example, this should read

Quote:New <right-justified>Strg+N

because "Strg" is an abbreviation for "Steuerung" as "Ctrl" is an abbreviation for "Ctrl".

Any chance to achieve that?

Werner

Subject: Re: Internationalizing Keyboard Accelerator Keys?
Posted by mirek on Wed, 27 Dec 2006 00:40:36 GMT

Werner wrote on Tue, 26 December 2006 16:57
As far as I see

bar.Add("New", THISBACK(OnNew)).Key(K_CTRL_N);

always yields

Quote:New <right-justified>Ctrl+N

But that is for an (American) English keyboard. In German for example, this should read

Quote:New <right-justified>Strg+N

because "Strg" is an abbreviation for "Steuerung" as "Ctrl" is an abbreviation for "Ctrl".

Any chance to achieve that?

Werner

Yes, by fixing CtrlCore It will need adding a couple of "t_" to CtrlKbd.cpp and .t file to CtrlCore. I will do it ASAP.

...20 minutes later - ready to be translated.

Mirek

Subject: Re: Internationalizing Keyboard Accelerator Keys?
Posted by Werner on Wed, 27 Dec 2006 15:03:04 GMT
View Forum Message <> Reply to Message

luzr wrote on Wed, 27 December 2006 01:40Yes, by fixing CtrlCore It will need adding a couple of "t_" to CtrlKbd.cpp and .t file to CtrlCore. I will do it ASAP.

...20 minutes later - ready to be translated.

Thank you very much! This was really an immediate response.

Unfortunately, for lack of time I won't be able to play around with this new feature for a couple of days. So I'm looking forward to learn whether this enables me to change menus not at compile-time but only at run-time.

Werner

Subject: Re: Internationalizing Keyboard Accelerator Keys?
Posted by Werner on Tue, 23 Jan 2007 02:49:01 GMT
View Forum Message <> Reply to Message

Werner wrote on Wed, 27 December 2006 16:03Unfortunately, for lack of time I won't be able to play around with this new feature for a couple of days. So I'm looking forward to learn whether this enables me to change menus not at compile-time but only at run-time.

Werner

I just reread my message. Silly remark! Sure it does!

Werner