Subject: Layouts and Language 't' files
Posted by DuncanShortland on Tue, 01 May 2007 16:43:22 GMT
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I notice that the 'puzzle' example has text messagews in layouts associated with t_("...."). How is this achieved as I cannot work out how to do it.

Subject: Re: Layouts and Language 't' files
Posted by fallingdutch on Wed, 02 May 2007 05:29:10 GMT
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by using Puzzle.t file it contains all text and their translations, you get a list of all text by pressing ctrl+F2

Bas

Subject: Re: Layouts and Language 't' files
Posted by DuncanShortland on Wed, 02 May 2007 15:24:50 GMT
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My problem is that the layout in puzzle has the text fields as t_("....."). This I assume will automatically translate with the .t file as required.

I am unable to get the t_("...") into the layout. I cannot see how it is done using the layout editor.

The only way I can see is a long winded one and thgat is to edit the text file which dwefines the layout.

Is there an easier way?

Subject: Re: Layouts and Language 't' files
Posted by fallingdutch on Thu, 03 May 2007 05:35:08 GMT
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it is done automagically
if you enter a text upp puts a t_("") around it.

just press ctrl+t when in layout editor then you see the text-version (and get back to graphical view) of the layout and all the t_("").
All you have to do is add a .t file to your project.

[EDIT:] after adding a .t file to your project press ctrl+F2 this loads all already defined texts (those with t_("") around them) into the just created language file.
Edit the Language file as needed. DONE!

Ctrl+F2 reloads the language definitions each time you press it so if you add or remove text-definitions press it.

Bas
