
Subject: How to update lang without app-restart
Posted by [Sc0rch](#) on Mon, 24 Mar 2008 20:46:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry for my English, please. Can I change language for menu, buttons and other controls without restarting of the main window?

Thank you,
Anton

Subject: Re: How to update lang without app-restart
Posted by [mirek](#) on Wed, 26 Mar 2008 16:17:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sc0rch wrote on Mon, 24 March 2008 16:46 Sorry for my English, please. Can I change language for menu, buttons and other controls without restarting of the main window?

Thank you,
Anton

Yes, but you need to keep in mind that widgets store already translated texts...

Mirek

Subject: Re: How to update lang without app-restart
Posted by [Sc0rch](#) on Wed, 26 Mar 2008 21:28:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Wed, 26 March 2008 17:17

Yes, but you need to keep in mind that widgets store already translated texts...

Yes, I know, thank you. What about a little script to copy and save the lines with `t_()` in other file? Is it possible? For example, I could use it on `MainWindow.cpp`, clean and copy received lines into the `UpdateLanguage` function.

Just looking for another way, thank you,
Anton

Subject: Re: How to update lang without app-restart
Posted by [mirek](#) on Thu, 27 Mar 2008 13:30:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, they are normally automatically copied to .t file (if you sync it).

Mirek

Subject: Re: How to update lang without app-restart
Posted by [Sc0rch](#) on Fri, 28 Mar 2008 02:04:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Thu, 27 March 2008 14:30Well, they are normally automatically copied to .t file (if you sync it).

I think, I'll keep using of the app restart-methods, because run-time changing of language is not so necessary as I thought earlier. Thank you, Mirek.

Anton
