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Subject: GetLanguageCode

Posted by [White\\_Owl](#) on Mon, 05 Jan 2009 16:34:05 GMT

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I have several localized texts in src.tpp and would like to load them in run-time according to the current user language.

The easiest way I can think of, is to do it with a code like this:

```
PromptOK(String("MyProject/src/About$") + GetLanguageCode(GetCurrentLanguage()));
```

And a function GetLanguageCode() is a slightly modified LNGasText():

```
String GetLanguageCode(int d)
```

```
{
    String result;
    int c = (d >> 15) & 31;
    if(c) {
        result.Cat(c + 'a' - 1);
        c = (d >> 10) & 31;
        if(c) {
            result.Cat(c + 'a' - 1);
            c = (d >> 5) & 31;
            if(c) {
                result.Cat('-');
                result.Cat(c + 'a' - 1);
                c = d & 31;
                if(c) result.Cat(c + 'a' - 1);
            }
        }
    }
    c = (d >> 20) & 255;
    return result;
}
```

}The change is that it does not add charset name and returns lower-case language code, exactly as TPP editor set language codes for topics.

Am I inventing a wheel?

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Subject: Re: GetLanguageCode

Posted by [sergeynikitin](#) on Mon, 05 Jan 2009 18:59:38 GMT

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Maybe use this code:

```
String s = String("MyProject/src/"+Topic+"$") +
String(ToLower(LNGAsText(GetCurrentLanguage())& 0xfffff));
```

But I use extended form of help request

```
Vector<String> Topic = Split(topic, '#');
```

```
String s = String("MyProject/help/"+Topic[0]+"$") +  
String(ToLower(LNGAsText(GetCurrentLanguage())& 0xfffff))+"#" +String(Topic[1]);
```

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Subject: Re: GetLanguageCode  
Posted by [mirek](#) on Mon, 05 Jan 2009 21:35:00 GMT  
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White\_Owl wrote on Mon, 05 January 2009 11:34  
The easiest way I can think of, is to do it with a code like this:  
`PromptOK(String("MyProject/src/About$") + GetLanguageCode(GetCurrentLanguage()));`  
[/code]The change is that it does not add charset name and returns lower-case language code,  
exactly as TPP editor set language codes for topics.

Am I inventing a wheel?

You can use:

```
LNGAsTxt(SetLNGCharset(GetCurrentLanguage(), CHARSET_DEFAULT))
```

Mirek

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Subject: Re: GetLanguageCode  
Posted by [White\\_Owl](#) on Mon, 05 Jan 2009 21:42:04 GMT  
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Well... After some tweaking I now load my QTF's like this:

```
Topic GetTopicLNG(const String &path) {  
    return GetTopic(path + "$" + ToLower(LNGAsText(GetCurrentLanguage()).Left(5)));  
}
```

....

```
PromptOK(GetTopicLNG("MyProject/src/About"));
```

May be some kind of language sensitive loading function should be in the default Topic library?

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Subject: Re: GetLanguageCode  
Posted by [mirek](#) on Mon, 05 Jan 2009 22:23:16 GMT  
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White\_Owl wrote on Mon, 05 January 2009 16:42Well... After some tweaking I now load my  
QTF's like this:

```
Topic GetTopicLNG(const String &path) {
```

---

```
return GetTopic(path + "$" + ToLower(LNGAsText(GetCurrentLanguage()).Left(5)));  
}  
....
```

PromptOK(GetTopicLNG("MyProject/src/About"));

May be some kind of language sensitive loading function should be in the default Topic library?

Sounds good

Should there be used the trick to remove charset too?

Mirek

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Subject: Re: GetLanguageCode  
Posted by [White\\_Owl](#) on Tue, 06 Jan 2009 14:54:25 GMT  
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luzr wrote on Mon, 05 January 2009 23:23 Should there be used the trick to remove charset too? Yes. That is why I have .Left(5) from the result of LNGAsText().

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Subject: Re: GetLanguageCode  
Posted by [mirek](#) on Wed, 07 Jan 2009 12:42:10 GMT  
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This would work, right?:

```
Topic GetTopicLNG(const String &path) {  
    return GetTopic(path + "$" + ToLower(LNGAsTxt(SetLNGCharset(GetCurrentLanguage(),  
    CHARSET_DEFAULT))));  
}
```

Maybe we could add something like

```
int LNGNoCharset(int c)  
{  
    return SetLNGCharset(GetCurrentLanguage(), CHARSET_DEFAULT);  
}
```

to avoid future confusion too

Mirek

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Subject: Re: GetLanguageCode  
Posted by [White\\_Owl](#) on Wed, 07 Jan 2009 15:50:57 GMT  
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luzr wrote on Wed, 07 January 2009 13:42This would work, right?:Looks like it. With some minor corrections of course

```
Topic GetTopicLNG(const String &path) {  
    return GetTopic(path + "$" + ToLower(LNGAsText(SetLNGCharset(GetCurrentLanguage()),  
CHARSET_DEFAULT))));  
}
```

I am not sure about the second one though... May be with a longer name it would be more easy to use:

```
int GetCurrentLanguageIdWithDefaultCharset()  
{  
    return SetLNGCharset(GetCurrentLanguage(), CHARSET_DEFAULT);  
}
```

But I do not actually see where this shortcut would be useful.

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Subject: Re: GetLanguageCode  
Posted by [mirek](#) on Fri, 09 Jan 2009 07:44:11 GMT  
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OK, now in Core.

Mirek

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