Subject: Can I do RUN-TIME localization files?...
Posted by sergeynikitin on Wed, 15 Apr 2009 16:50:54 GMT
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Can I do RUN-TIME language files? (as in Qt products or other linux products have .po files) to be users can append localization?

Subject: Re: Can I do RUN-TIME localization files?...
Posted by gxl117 on Wed, 15 Apr 2009 23:09:27 GMT
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You can use .tr file for that.to reference http://www.ultimatepp.org/srcdoc$Core$i18n$en-us.html

Subject: Re: Can I do RUN-TIME localization files?...
Posted by sergeynikitin on Thu, 16 Apr 2009 02:40:47 GMT
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Thankx!!

Subject: Re: Can I do RUN-TIME localization files?...
Posted by sergeynikitin on Thu, 16 Apr 2009 02:52:58 GMT
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Is there any standard way to identify what .tr files are present?

Subject: Re: Can I do RUN-TIME localization files?...
Posted by mirek on Fri, 17 Apr 2009 08:29:34 GMT
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sergeynikitin wrote on Wed, 15 April 2009 22:52Is there any standard way to identify what .tr files are present?

Not at the moment.

Mirek

Subject: Re: Can I do RUN-TIME localization files?...
Posted by sergeynikitin on Wed, 06 May 2009 19:05:17 GMT
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Subject: Re: Can I do RUN-TIME localization files?...
Posted by bonami on Wed, 04 Nov 2009 05:34:37 GMT
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is there a example?
i've been using .t file and now trying this.
zhcn.tr has been generated. now how to use it?
i removed code below, which i think should be used only for .t files.
and then my program ran in english, i.e, not localized,
#define TFILE <ezcomm/ezcomm.t>
#include <Core/t.h>
...
::SetLanguage(::GetSystemLNG());
...

Subject: Re: Can I do RUN-TIME localization files?...
Posted by sergeynikitin on Thu, 05 Nov 2009 10:29:45 GMT
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What operating system do you use?

in windows: simple copy tr-file to program folder,
in linux : copy to home folder;
and read http://www.ultimatepp.org/srcdoc$Core$i18n$en-us.html

Write in detail what you have done and what does not work (and what are your goals).

Most likely I can help, as well as deal with a similar problem recently.

Subject: Re: Can I do RUN-TIME localization files?...
Posted by bonami on Fri, 06 Nov 2009 03:09:05 GMT
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i'm running on winxp (chinese).
in the same folder, are my exe and tr files. the tr file is exported using "file.exe --export-tr zhcn_"
and i've checked that it contains chinese translations.
in my code, i've removed the three lines i specified.
source code is like t_("english"). and it runs showing english, too.
(P.S., i wonder how can exe file determine which tr file to use, if i have multiple tr files, without specifying the last line of the 3 lines' code.)

if i readd the three lines, t file is built in the exe and it shows in chinese.

it would be greatly helpful if some examples could be given. thank you very much.

Subject: Re: Can I do RUN-TIME localization files?...
Posted by sergeynikitin on Fri, 06 Nov 2009 16:27:18 GMT
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I use the reception, switching language as in the example HomeBudget. (there just in the properties window switch language with dropdown list)

Subject: Re: Can I do RUN-TIME localization files?...
Posted by bonami on Mon, 09 Nov 2009 09:28:25 GMT
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thank you. i got it. the 3 lines of code is still necessary. my program searches for tr files when running. and which languages is used depends on the last line of the 3.

Subject: Re: Can I do RUN-TIME localization files?...
Posted by bonami on Wed, 11 Nov 2009 01:47:33 GMT
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i thought i got it but did not. when i included the 3 lines, my program was using static translation. i've looked into .tr's loading procedure. it seems this mechanism is for replacing existing translations in .t, instead of adding new words' translations.

Subject: Re: Can I do RUN-TIME localization files?...
Posted by dolik.rce on Wed, 11 Nov 2009 12:17:52 GMT
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Hi bonami,
I've just remembered, that I have an old HelloWorld program that I've created when trying U++ for the first time to explore it's possibilities. It can switch languages in the runtime - if I understand correctly, that is exactly what you are looking for.
All the trick is just calling InitLayout after SetLanguage. I hope this example will help you. The package is in the attachment.
Bye
Honza

File Attachments
1) hello.zip, downloaded 588 times

Subject: Re: Can I do RUN-TIME localization files?...
Posted by bonami on Thu, 12 Nov 2009 03:09:52 GMT
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i'm afraid that was not what i meant.
i want to use .tr files, instead of .t files, so that i do not need to provide translations when compiling and user can add their own languages to .tr files when running.
