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Subject: more complete lang.cpp  
Posted by [bonami](#) on Wed, 11 Nov 2009 08:40:13 GMT  
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i've added half languages' own classes. though many native names are still in english, i think it helps.  
if this is right, i'll go on to add all of them.

#### File Attachments

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1) [Lang.cpp](#), downloaded 543 times

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Subject: Re: more complete lang.cpp  
Posted by [koldo](#) on Wed, 11 Nov 2009 16:15:10 GMT  
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bonami wrote on Wed, 11 November 2009 09:40 i've added half languages' own classes. though many native names are still in english, i think it helps.  
if this is right, i'll go on to add all of them.

Hello Bonami

I enclose you here some fixes for native names and I have added Basque language.

For example:

Original

```
native_name = ToUnicode("Espagnnol", CHARSET_WIN1250);
```

Fixed text

Best regards

Koldo

```
english_name = "French"; native_name = "\x46\x72\x61\x6E\xC3\xA7\x61\x69\x73";
```

```
native_name = ToUnicode("Belge Francais", CHARSET_DEFAULT);
```

```
native_name = ToUnicode("Canadian Francais", CHARSET_DEFAULT);
```

```
native_name = ToUnicode("Swiss Francais", CHARSET_DEFAULT);
```

```
native_name = ToUnicode("Luxemburgisch Francais", CHARSET_DEFAULT);
```

```
native_name = ToUnicode("Swiss Italiano", CHARSET_DEFAULT);
```

"Svizzera italiana"

native\_name = ToUnicode("Espagnnol", CHARSET\_WIN1250);

native\_name = ToUnicode("Mexican Espagnnol", CHARSET\_WIN1250);

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native\_name = ToUnicode("Bolivian Espagnnol", CHARSET\_WIN1250);

native\_name = ToUnicode("Salvadorean Espagnnol", CHARSET\_WIN1250);

```
native_name = ToUnicode("Honduranian Espagnnol", CHARSET_WIN1250);
```

```
native_name = ToUnicode("Nicaraguan Espagnnol", CHARSET_WIN1250);
```

```
native_name = ToUnicode("Puerto Rican Espagnnol", CHARSET_WIN1250);
```

```
class LanguageInfoEU : public LanguageInfo
{
public:
    LanguageInfoEU()
        : LanguageInfo(LNG_('E', 'U'))
    {
        english_name = "Basque";
        native_name = ToUnicode("Euskara", CHARSET_DEFAULT);
    }
};
```

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Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Wed, 11 Nov 2009 20:35:38 GMT  
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koldo wrote on Wed, 11 November 2009 11:15bonami wrote on Wed, 11 November 2009 09:40i've added half languages' own classes. though many native names are still in english, i think it helps.  
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Fixed text

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Koldo

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```

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```

```
native_name = ToUnicode("Honduranian Espagnnol", CHARSET_WIN1250);
```

```
native_name = ToUnicode("Nicaraguan Espagnnol", CHARSET_WIN1250);
```

```
native_name = ToUnicode("Puerto Rican Espagnnol", CHARSET_WIN1250);
```

```
class LanguageInfoEU : public LanguageInfo
{
public:
    LanguageInfoEU()
        : LanguageInfo(LNG_('E', 'U'))
    {
        english_name = "Basque";
        native_name = ToUnicode("Euskara", CHARSET_DEFAULT);
    }
};
```

Looking forward to combined post...

Mirek

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Subject: Re: more complete lang.cpp  
Posted by [koldo](#) on Wed, 11 Nov 2009 20:55:43 GMT  
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Hello Mirek

If it is ok for you and Bonami I can update it for you.

Best regards  
Koldo

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Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Wed, 11 Nov 2009 21:01:40 GMT  
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Actually, I was thinking about LanguageInfo a lot in the past.

I believe that MOST of informations provided by LanguageInfo could be presented using standard text translations, I mean those t\_ - the little info you add here is shining example...

The one exception, however, is sorting, that perhaps requires specialised routine for at least some languages.

Also worth investigating is the possibility of extracting the required info from host OS, maybe only for languages that do not have the info specified yet.

Frankly, LanguageInfo is one of classes I am not satisfied with....

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Subject: Re: more complete lang.cpp  
Posted by [bonami](#) on Thu, 12 Nov 2009 03:24:47 GMT  
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koldo,

U can see i put hex codes for french since i don't know whether it's safe to type it in french in an ASCII file. basically those characters cannot be displayed in text editors on my machine. so i don't know it's a good idea to use your fixes for french like that.

i provided the file for everybody to complete. you are welcomed to do that.

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Subject: Re: more complete lang.cpp  
Posted by [koldo](#) on Thu, 12 Nov 2009 07:59:50 GMT  
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---

Hello Bonami

Here I enclose your file with native names fixed.

For the languages I know I prefer to put it in text instead of in hex as it is easier to see if there are

As I can see it now I am sure that it is right .

Best regards  
Koldo

---

### File Attachments

1) [Lang.cpp](#), downloaded 449 times

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Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Thu, 12 Nov 2009 18:32:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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koldo wrote on Thu, 12 November 2009 02:59Hello Bonami

Here I enclose your file with native names fixed.

For the languages I know I prefer to put it in text instead of in hex as it is easier to see if there are

As I can see it now I am sure that it is right .

Best regards  
Koldo

Well, see my above post: Putting these constants as translation texts would solve the problem completely (at least, if I will be able to create .t editor soon to workaround that stupid CJK windows MSC compiler problem..)

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Subject: Re: more complete lang.cpp  
Posted by [bonami](#) on Fri, 13 Nov 2009 01:46:23 GMT  
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---

Mirek,

I'm afraid I do not get it.

I'm getting all language list and enumerating their names, encountering troubles detailed <http://www.ultimatepp.org/forum/index.php?t=msg&th=4740&start=0&>

So should we stop translating these language names?

---

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Subject: Re: more complete lang.cpp  
Posted by [gxl117](#) on Fri, 13 Nov 2009 02:21:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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luzr wrote on Thu, 12 November 2009 19:32

Well, see my above post: Putting these constants as translation texts would solve the problem completely (at least, if I will be able to create .t editor soon to workaround that stupid CJK

windows MSC compiler problem..)  
I very happy for listen to this message.

---

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Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Fri, 13 Nov 2009 17:45:48 GMT  
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bonami wrote on Thu, 12 November 2009 20:46Mirek,  
I'm afraid I do not get it.  
I'm getting all language list and enumerating their names, encountering troubles detailed  
<http://www.ultimatepp.org/forum/index.php?t=msg&th=4740&start=0>  
So should we stop translating these language names?

Instead of creating dozens of classes that only assign language names in constructor

```
LanguageInfoEZ()  
: LanguageInfo(LNG_('E', 'N', 'N', 'Z'))  
{  
    english_name = "New Zealand English";  
    native_name = ToUnicode("New Zealand English", CHARSET_DEFAULT);  
}
```

we should have one generic class that does something like

```
LanguageInfo()  
{  
    english_name = t_("English");  
....  
}
```

possibly also picking more info about the language from .t files first, from system later.

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Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Fri, 13 Nov 2009 18:14:57 GMT  
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Well, I am investigating the issue and I guess we should define what we really need LanguageInfo for...



In my honest opinion, the only part is localised string comparison. Everything else can be implemented as `t_` texts and in fact, in some circumstances it is doubled as such (e.g. names of days or months...).

What do YOU need from LanguageInfo, Bonami?

Mirek

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Subject: Re: more complete lang.cpp  
Posted by [bonami](#) on Thu, 19 Nov 2009 07:22:45 GMT  
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i need to list all languages' names in their own language, so that a user can recognize it and select it and my program will be shown in that language. so onlay current `native_name`.

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Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Thu, 19 Nov 2009 08:49:55 GMT  
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OK, thanks. Will improve soon...

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Subject: Re: more complete lang.cpp  
Posted by [koldo](#) on Fri, 27 Nov 2009 07:23:01 GMT  
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---

Hello Mirek

While trying to improve language support it would be good if you could change lang.cpp.

Best regards  
Koldo

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---

Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Sun, 29 Nov 2009 21:49:22 GMT  
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---

koldo wrote on Fri, 27 November 2009 02:23Hello Mirek

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Best regards

Koldo

? Change to what?

Mirek

---

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Subject: Re: more complete lang.cpp  
Posted by [koldo](#) on Mon, 30 Nov 2009 07:23:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:koldo wrote on Fri, 27 November 2009 02:23

Hello Mirek

While trying to improve language support it would be good if you could change lang.cpp.

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Koldo

? Change to what?

Mirek

To the file in this post:

koldo wrote on Thu, 12 November 2009 08:59Hello Bonami

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For the languages I know I prefer to put it in text instead of in hex as it is easier to see if there are mistakes. For example in the older version it appeared "Francais" instead of the right

Best regards  
Koldo

There are new languages and important fixes over the original Lang.cpp. Perhaps the implementation is less than perfect, but it is what we have.

Best regards  
Koldo

---

#### File Attachments

1) [Lang.cpp](#), downloaded 408 times

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Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Mon, 30 Nov 2009 10:57:24 GMT  
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---

koldo wrote on Mon, 30 November 2009 02:23Quote:koldo wrote on Fri, 27 November 2009 02:23

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Best regards  
Koldo

There are new languages and important fixes over the original Lang.cpp. Perhaps the implementation is less than perfect, but it is what we have.

Best regards  
Koldo

Ah, I see. Of course, that it the part of refactoring, but I will likely take a little bit different route.  
Soon...

Mirek

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Subject: Re: more complete lang.cpp  
Posted by [mirek](#) on Sun, 13 Dec 2009 23:11:21 GMT  
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OK, LanguageInfo is now refactored, this problem is solved.

Mirek

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