
Subject: How to change language "on the fly"?
Posted by [Zbych](#) on Wed, 09 Jun 2010 15:10:26 GMT
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Hi,

Is there a way to change language in u++ window without closing and reopening it? Maybe some function that tells all widgets to refresh/redraw texts with new language?

main.cpp:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

#define TFILE <grid/grid.t>
#include <Core/t.h>

struct ButtonApp : TopWindow {
    int count;
    Button button;
    Label label;

    void RefreshLabel()
    {
        label = Format(t_("Number of button clicks %d, language %s"), count,
GetLangName(GetCurrentLanguage()));
    }
    void Click()
    {
        ++count;
        if (count % 2) SetLanguage(LNG_('E','N','U','S'));
        else SetLanguage(LNG_('P','L','P','L'));
        RefreshLabel();
    }
}

typedef ButtonApp CLASSNAME;

ButtonApp()
{
    count = 0;
    button <<= THISBACK(Click);
    button.SetLabel(t_("&I'm an Ultimate++ button!"));
    Add(button.VCenterPos(20).HCenterPos(200));
    Add(label.BottomPos(0, 20).HCenterPos(200));
    label.SetAlign(ALIGN_CENTER);
```

```
Sizeable().Zoomable();
RefreshLabel();
}
};
```

```
GUI_APP_MAIN
{
    ButtonApp().Run();
}
```

translation file:

```
#ifdef _MSC_VER
#pragma setlocale("C")
#endif
// main.cpp
```

```
T_("Number of button clicks %d, language %s")
```

```
T_("&I'm an Ultimate++ button!")
pIPL("Przycisk Ultimate++")
```

Subject: Re: How to change language "on the fly"?
Posted by [Zbych](#) on Wed, 09 Jun 2010 19:56:13 GMT

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Ok. I see my mistake. Since widgets, labels, texts are translated in the constructor, there is no other way than to create a new function that will replace all those texts.
