
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.
