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!")
plPL("Przycisk Ultimate++")
```

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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.

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