Subject: How to update the GUI with language changes?
Posted by lectus on Wed, 19 Dec 2012 14:15:52 GMT
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Hi!
If I call SetLanguage() before the Window is created I get the correct language.

But if I want the user to select a different language after the Window is already created, how to update the Window to reflect the changes?

Thanks

Subject: Re: How to update the GUI with language changes?
Posted by dolik.rce on Wed, 19 Dec 2012 17:41:49 GMT
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lectus wrote on Wed, 19 December 2012 15:15But if I want the user to select a different language after the Window is already created, how to update the Window to reflect the changes?Hi lectus,

You have to reinitialize the GUI somehow, there is more possible way. In simple apps I sometimes just serialize complete state, close the window and create new one by loading the serialized values again with new language settings. It happens so fast user will only see it blink a little. Works just fine, but requires to write the serialization code.

Another option is to do initialization of all widgets that contain internationalized strings into separate function, that is CtrlLayout, all the SetLabel calls, column names, tab names etc. This separate function is then called from constructor and also after language change. This way is IMHO quite natural and doesn't require much more work.

Best regards,
Honza

Subject: Re: How to update the GUI with language changes?
Posted by koldo on Thu, 20 Dec 2012 07:56:09 GMT
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Hello Lectus

I agree with Honza.

In my case all GUI classes have an Init() function that includes the CtrlLayout() .lay call and fills all fields.

Subject: Re: How to update the GUI with language changes?
Posted by lectus on Thu, 20 Dec 2012 11:15:33 GMT
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Thanks. It makes sense now.

I also noticed I can store the language in .ini file and load it at the start up. So, next time the user launches the application the language is already set.

Subject: Re: How to update the GUI with language changes?
Posted by koldo on Wed, 26 Dec 2012 08:18:41 GMT
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lectus wrote on Thu, 20 December 2012 12:15Thanks. It makes sense now.

I also noticed I can store the language in .ini file and load it at the start up. So, next time the user

The only problem is that if user wants to change program language, it will have to ask user to restart.

This is not easy to overcome as label messages maybe are not static and depend on program data.