Subject: GetUserDefaultUILanguage identifier not found
Posted by awksed on Sun, 28 Jun 2015 13:27:38 GMT
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Hi,

Windows CtrlLib app.

Despite #include <windows.h> I get the compiler error: GetUserDefaultUILanguage identifier not found.

I have often hit this problem with other windows functions, e.g. WideCharToMultiByte. Most windows O/S calls seem to work but some give problems.

How do I get all the windows system calls to work with U++? Or are there U++ equivalents?

Thanks,

Jan

Subject: Re: GetUserDefaultUILanguage identifier not found
Posted by Klugier on Sun, 28 Jun 2015 20:56:04 GMT
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Hello,

The most important thing in multi platform frameworks is that you shouldn't use operating system related methods at all in your applications. Please notice that code writing in the way you are talking about didn't compile under Linux.

Ultimate++ is such powerful framework and has language related function, so "GetUserDefaultUILanguage" is not needed anymore. For more information please read following topic: http://www.ultimatepp.org/srcdoc$Core$i18n$en-us.html.

For equivalents please search in documentation, you can do this easily by searching in Google box located on the left side of this website (For some reason it is only available outside forum).

Equivalent for function "GetUserDefaultUILanguage";

SetLanguage(GetSystemLNG()); // <- You should do this at the begging of your app then macro "t_" should load translated string.

P.S.
Don't forget to create translation file (.t extension). To synchronize translation please click on flags icon inside ide.

Sincerely,
Klugier

Subject: Re: GetUserDefaultUILanguage identifier not found
Posted by awksed on Mon, 29 Jun 2015 09:37:48 GMT
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Hi Klugier,

Thank you for your reply. But unfortunately you answered a question I did not ask.

The question was (re-paraphrased) "Why does #include <windows.h> fail to provide some prototypes?".

Quote:Please notice that code writing in the way you are talking about didn't compile under Linux.

It did - hint:

#if (defined(WIN32) || defined(_WIN32) || defined(__WIN32__) || defined(_WIN64))

#else

#endif

I have vast amount of legacy (cross-platform) code that has to be incorporated into U++ GUI apps. Including a language system that addresses issues that others fail to.

Anyway, thank you for your attempt to help.

Perhaps Mirek could explain why #include <windows.h> (suitably wrapped in #ifdefs) fails to provide some prototypes (that I need for legacy code to work).

With kind regards,

Jan

Subject: Re: GetUserDefaultUILanguage identifier not found
Posted by mirek on Thu, 09 Jul 2015 09:51:40 GMT
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Klugier wrote on Sun, 28 June 2015 22:56Hello,

The most important thing in multi platform frameworks is that you shouldn't use operating system related methods at all in your applications. Please notice that code writing in the way you are talking about didn't compile under Linux.

IMO, that is not quite correct attitude. Multiplatform framework should allow you to share MOST of code, but there are things that are not worth covering by framework. That is why we have those PLATFORM_xxx macros...

Subject: Re: GetUserDefaultUILanguage identifier not found
Posted by mirek on Thu, 09 Jul 2015 09:54:25 GMT
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awksed wrote on Sun, 28 June 2015 15:27Hi,

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Thanks,

Jan

Quick googling revealed that this is not in windows.h. You have to include Winnls.h.

(U++ does not include this file).
