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Subject: Translations in header file

Posted by [Giorgio](#) on Thu, 12 May 2016 08:30:31 GMT

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Hi there,

I am "internationalizing" my application and found a problem

I have this .h file containing an enum class and a static array:

```
enum class Reason_idx : int {  
    PRICE = 0,  
    DELIVERY = 1,  
    COMPLIANCE = 2,  
    CERTIFICATES = 3,  
    NumReason = 4  
};  
static const char* const REASON[] = {  
    t_("Price"),  
    t_("Delivery"),  
    t_("Technical compliance"),  
    t_("Certificates")  
};
```

Whenever I need them (e.g. to fill in a droplist) I use something like that:

```
for (int i = 0; i < (int)Reason_idx::NumReason; i++)  
    OpReason.Add(Reason[i]);
```

I put those in a header file because they are related to a database (they are the possible values of a table) and so I use the same file across a number of applications that connect to that database. The problem is that those string are never translated. Other parts of the applications (labels, messages) are properly translated. Those strings have a translation in the .t file of the application. Someone has hints?

Regards,  
Gio

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Subject: Re: Translations in header file

Posted by [Zbych](#) on Thu, 12 May 2016 17:20:51 GMT

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Since your translation should be done in runtime, you can do it this way:

```
static const char* const Reason[] = {  
    "Price",  
    "Delivery",  
    "Technical compliance",  
    "Certificates"  
};  
  
[...]  
  
for (int i = 0; i < __countof(Reason); i++)  
    OpReason.Add(t_(Reason[i]));
```

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Subject: Re: Translations in header file  
Posted by [Giorgio](#) on Fri, 13 May 2016 07:28:56 GMT  
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Thanks, it worked like a charm... by the way, I thought that syntax ( t\_(Reason[i]) ) was illegal.

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Subject: Re: Translations in header file  
Posted by [Zbych](#) on Fri, 13 May 2016 17:21:20 GMT  
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Giorgio wrote on Fri, 13 May 2016 09:28 I thought that syntax ( t\_(Reason[i]) ) was illegal.

It is fine as long as t\_ argument is constant literal - in your code it is.

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