U++ - Feature #633
Core: The total size of i18n strings is quite extensive, consider compilation flag to leave only english and/or compression

01/06/2014 05:46 PM - Miroslav Fidler

Status:	Approved		**Start date:**	01/06/2014
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:	Core		**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour
Description				

History

#1 - 01/06/2014 08:05 PM - Jan Dolinár

IMHO limiting this to either all languages or only English is bit too restrictive. What about allowing user to choose arbitrary number of languages? It could be done simply by conditionally defining enUS, csCZ, etc. macros. Something like this in t.h:

```
#if defined(flagLANG_enUS) || defined(flagLANG_csCZ) || ...
    #define ONLY_SELECTED_LANGS 1
#else
    #define ONLY_SELECTED_LANGS 0
#endif

#if defined(flagLANG_enUS) && !ONLY_SELECTED_LANGS
    #define enUS(text)  { LNGC_('E','N','U','S', CHARSET_UTF8), text },
#else
    #define enUS(text)
#endif
// etc. for other languages
```

#2 - 01/06/2014 09:52 PM - Jan Dolinár

Well, the code in above post is obviously wrong... It should be:

```
#if defined(flagLANG_enUS) || defined(flagLANG_csCZ) || ...
    #define ALL_LANGS 0
#else
    #define ALL_LANGS 1
#endif

#if defined(flagLANG_enUS) || ALL_LANGS
    #define enUS(text)  { LNGC_('E','N','U','S', CHARSET_UTF8), text },
#else
    #define enUS(text)
#endif
// etc. for other languages
```

#3 - 01/11/2014 05:32 PM - Miroslav Fidler

IMO, you either want app i18n and want all language (in fact, what is 50kb?), or you are doing some system utility - and en-us is enough in that case.

#4 - 01/12/2014 10:54 AM - Jan Dolinár

Simple U++ Core app is about 300kb, so 50kb is around 15% :-)

What if I want to have a command-line utility in Czech? Sure, I could write the Czech strings directly into application and it would mostly work fine, only the messages from within Core would be still in English.

By the way, don't pay to much attention to me here, I'm just playing the devils advocate, as usually ;-)

#5 - 01/13/2014 10:57 AM - Miroslav Fidler
- Status changed from New to Approved

For now implemented as NOI18N; I am willing to apply patch enabling individual languages, but at the moment it seems like a lot of work.