

# CMultiLanguageDialog & rc\_translate

## What can this routines do?

These routines enable a programmer using Visual C++ 6.0 newer (I hope) to easy create programs in different languages. First it finds out the default language of the system, if this exists it is used, if not English or the original language of the program. But the user can change the language any time. At the moment the routines translate dialogue boxes, menus and string tables. It is work in progress, so I add the functionality when I need it. It is manly mend to be used in my programs, but if you want to use it for yours, you may do so, but maybe you need to add further dialogue-elements or so. Also it is not intended to be as user-friendly as a program for end-users. The user is supposed to be a programmer, able to change settings, to debug,...

## How to create a multilingual program using these routines

1. Add CMultiLanguageDialog.h and CmultiLanguageDialog.cpp to the project.
2. At the declaration of all Dialogues replace CDialog with CMultiLanguageDialog, and add f  
#include "CMultiLanguageDialog.h"  
where necessary. You have to replace it in:
  1. declaration of the Classes as:

```
class CAboutDlg : public CDialog
```
  2. CRc\_translateDlg::CRc\_translateDlg(CWnd\* pParent /\*=NULL\*/)  
: CDialog(CRc\_translateDlg::IDD, pParent)if you try to compile the project you'll get some. C2614 – Errors. At these sites you also need to replace CDialog with CmultiLanguageDialog
3. Replace all  
Cdialog::OnInitDialog();  
with  
CmultiLanguageDialog::OnInitDialog();
4. Manage the actual language: To select the language you can for example use an extended combo box. As Data just enter \_LANGUAGE\_, this will be replaced by the languages in the html-file at run-time. This way the user can add new languages without changing the program.. Using the Class Wizard add a member int variable to this combo box for example m\_nLang. Set this variable just after the call to CmultiLanguageDialog::OnInitDialog() to getLang() :

```
m_nLang=getLang();
```

to adjust a dialogue call:

```
adjustLanguage(m_nLang );
```

With a double click on the combo box in the resource editor add a function for selection change:

```
void CRc_translateDlg::OnEditchangeLang()
{
    UpdateData(TRUE);
    adjustLanguage(m_nLang );
}
```

5. texts which should not be translated: texts set by the program should not be changed by these routines. To get these routines to change a text make sure the text is not included in the html-file. So delete the line. But the next time rc\_translate runs it will add the line again. The only way to disable this is to keep the standard text (“Static”) for these texts.
6. Create the html-file with the different languages. To get the basic version of this file use the program rc\_translate contained in this package. To create the necessary tables it needs as source the rc-file of the project and some header-files:
  1. resource.h: should be at the same place as the rc-file and should be found idiomatically.
  2. winuser.h
  - 3.afxres.h: The last two are standard include-files of Visual C++. The program tries to find them, but if it can't you have to add them yourself. If the html-file already exists it will be only updated, so already inserted translations are preserved. To create a kind of dictionary the program creates a list of all projects.. So if you had the same text in any of the other projects before, it will be translated automatically . After pressing “OK” the html-File will be created. It contains 3 tables of which you should only edit the first.!

## Editing the html-Files

As an example I use the program rc\_translate.

To correct errors just change the file for example with OpenOfficeWriter. As mentioned before you should only edit the first table and only the columns starting at “Status”. This contains the information if something has changed. A new text (a text contained in the rc-file but not in the html-file yet) will be marked with “NEW”. If a text was changed it will be marked with “CHG”. And a Text deleted from the rc-file will get “DEL” A Status once set will be kept for ever, that is until you delete it by hand after finishing the translations. This way it is easy where something has to be done. The next column contains the text in the original language and will be updated every time rc\_translate runs. So please change this language in the rc-file not here. But no rule without exceptions. The names of the language can be changed here, since they are not included in the rc-file.

To add a new language you have to do the following steps:

1. Add a new column
2. Put the name of that language in the top field of that column.
3. In the second field put the ID of that language as on: <[http://msdn.microsoft.com/en-us/library/dd318693\(v=VS.85\).aspx](http://msdn.microsoft.com/en-us/library/dd318693(v=VS.85).aspx)> You can either use the ID of the column “Prim.lang. Identifier“ or the one under “Locale identifier“. The last makes only sense if you add more than one national version for the same language
4. For the selection of the language you also have to add a line with the names of the new language in all existing languages. If for example you want to add Spanish as a 4<sup>th</sup> language add the following line :

IDD_RC_TRANSLATE_DIALOG(ID C_LANG):4	L	4	0x6603e9		Spanisch	Spanish	espagnol
---	---	---	----------	--	----------	---------	----------

As in all lines the first field is not important, but the Line number in the 3<sup>rd</sup> and the ID in the 4<sup>th</sup> is. As the ID could change in a later version, check it with the other language-lines if it does not works.

5. In the remaining field of the new column put the translated texts. The ID STRING\_TABLE(IDS\_HLPFILE) is something special, it is not used to translate a normal text, but it contains the file-name of the help-file of that language. So in the above mentioned case if you translated the help-file into Spanish under the name ayuda.pdf put that name there, if you didn't translated it and want to get the English version instead, add readme.pdf there.

The multilingual program will always try to display the text in the actual language, but if this is not set (empty field in the html-table) it will display the text in the first column (original language).

### Legal matter and availability:

rc\_translate is under the GPL V3 License.

<http://www.gnu.org/licenses/gpl.html>

The files CMultiLanguageDialog.h and CmultiLanguageDialog.cpp can also be compiled to a library and used under the LGPL V3 License.

<http://www.gnu.org/licenses/lgpl.html>

My actual version should be available at :

[http://www.dimitri-junker.de/html/software\\_\\_pc.html](http://www.dimitri-junker.de/html/software__pc.html)

But I can't guarantee, that there you'll get the actual version, since someone else might have wrote it. So please if you do publish any changes tell me, so that there is only one version of this program.

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