# Parsovani na double problem s carkou a teckou v textBoxu

Krokovani v AudioPlayeru. V zavislosti na cultureInfo, byl problem dostat do textboxu bindovaneho na double carku nebo tecku. Cs-CZ kultura ma jako decimal oddelovac carku, kdezto anglictina ma tecku. Resil jsem to tak, ze textbox prozenu commatodotconverterem

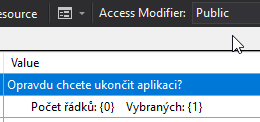
Text="{Binding Step, Mode=TwoWay, UpdateSourceTrigger=LostFocus, StringFormat=N1, Converter={StaticResource commaToDotConverter}}"

Rikam: pokud je v teto kulture oddelovac carka, replacni mi tecku za carku a naopak

namespace Mediaresearch.Framework.Multimedia.Viewers.AudioPlayer.Converters  
{  
 public class CommaToDotConverter : IValueConverter  
 {  
 public object Convert(object value, Type targetType, object parameter, CultureInfo culture)  
 {  
 return culture.NumberFormat.CurrencyDecimalSeparator == "," ? value?.ToString().Replace('.', ',') : value?.ToString().Replace(',', '.');  
 }  
  
 public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)  
 {  
 return culture.NumberFormat.CurrencyDecimalSeparator == "," ? value?.ToString().Replace('.', ',') : value?.ToString().Replace(',', '.');  
 }  
 }  
}

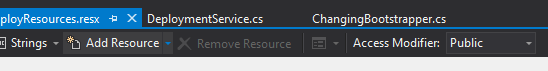
# .resx

Pridaval jsem resixy do Framework.Gui – Localisation.resx je cestina, ma AccessModifier = public, Localisation.en.resx a Localisation.bg.resx maji NoCodeGenerate. Musi se commitnout I designer



Aby bylo mozne prepinat na stringach napriklad k tlacitkum , da se pridat do projektu , do casti Gui tzv **. ResourcesFile** . **(**AddNewItem ..)

* V nazvu pri vytvareni je potreba nechat koncovku .resx
* WpfUniverseGuiResources.resx je zaklad, ten je defaultne nastaveny Culture na english.
* WpfUniverseGuiResources.cs-CZ.resx je cestina.
* Kdyz na defaultnim anglickem resx otevreme properties , musime prepsat **ResXFileCodeGenerator**  na public : **PublicResXFileCodeGenerator (staci accesModifier)**



* **Staci zmenit AcessModificator na public nahore na otevrenem resx**
* Budeme potrebovat novy jmenny prostor: xmlns:gui="clr-namespace:WpfUniverse.Gui"
* V PlanetView mame button kteremu nastavime content:

Content="{x:Static gui:WpfUniverseGuiResources.AddPlanetTitle}"

* Tim rekneme , ze Content se ma vzit z resources .
* Kliknutim na resx soubor se otevre tabulka do ktere vkladame **AddPlanetTitle**  a do druheho sloupce pro ang verzi **AddPlanet**

**AddPlanetTitle**  a do druheho sloupce pro ceskou verzi **Pridat planetu**

# Ktera verze bude prave vybrana urcuje metoda v bootstrapperu

**Skenovadlo (mozna):**

private void SetCulture()

{

Thread.CurrentThread.CurrentCulture = CultureInfo.CreateSpecificCulture("cs-CZ");

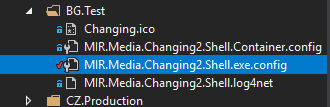
Thread.CurrentThread.CurrentUICulture = CultureInfo.CreateSpecificCulture("cs-CZ");

}

# Ve zmenovadle jsme potrebovali zobrazit levu pro bulhary :



**Reseni:** Kazdy Environment ma Shell.exe.config :



V tomto configu bylo pro BG v ApplicationSettings jen “en” . Bylo potreba to zmenit na bg-BG. : (Pozn: Funguje to jen na ClickOncech nevim proc ne ve VS ani kdyz prekopiruju ten soubor)

<?xml version="1.0" encoding="utf-8"?>

<configuration>

<configSections>

<sectionGroup name="applicationSettings" type="System.Configuration.ApplicationSettingsGroup, System, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089">

<section name="MIR.Media.Changing2.Shell.Properties.Settings" type="System.Configuration.ClientSettingsSection, System, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089" requirePermission="false" />

</sectionGroup>

</configSections>

<startup>

<supportedRuntime version="v4.0" sku=".NETFramework,Version=v4.7.1" />

</startup>

<runtime>

<assemblyBinding xmlns="urn:schemas-microsoft-com:asm.v1">

<dependentAssembly>

<assemblyIdentity name="System.Windows.Interactivity" publicKeyToken="31bf3856ad364e35" culture="neutral" />

<bindingRedirect oldVersion="0.0.0.0-4.5.0.0" newVersion="4.5.0.0" />

</dependentAssembly>

</assemblyBinding>

</runtime>

<applicationSettings>

<MIR.Media.Changing2.Shell.Properties.Settings>

<setting name="Language" serializeAs="String">

<value>bg-BG</value> // zmena

</setting>

</MIR.Media.Changing2.Shell.Properties.Settings>

</applicationSettings>

</configuration>

**V kodu:**

using MIR.Media.Catching.Core.Resources.Localisation;

m\_eventAggregator.Publish(new Message(Localisation.WaitingForPreprocessing, MessageLevel.Information, 30));

**LocalisationHelper:**

using MIR.Media.Framework.Localisation;

Description = LocalisationHelper.GetLocalizedString("TimelineCurrentView");

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