Language Manager

The project

Language manager is a tool that will allows you to make your application available in any language.

It is possible by creating special vocabularies and save them into .ini files, after that by using our static library you may access to it inside from C++ application.

Workflow. Create project.

To create new project go to menu through Project/New, after that set the path you want to save it.

Please note, that all changes have been made in project are going to save into file immediately.

After you has been created / opened the project you will see the main form.
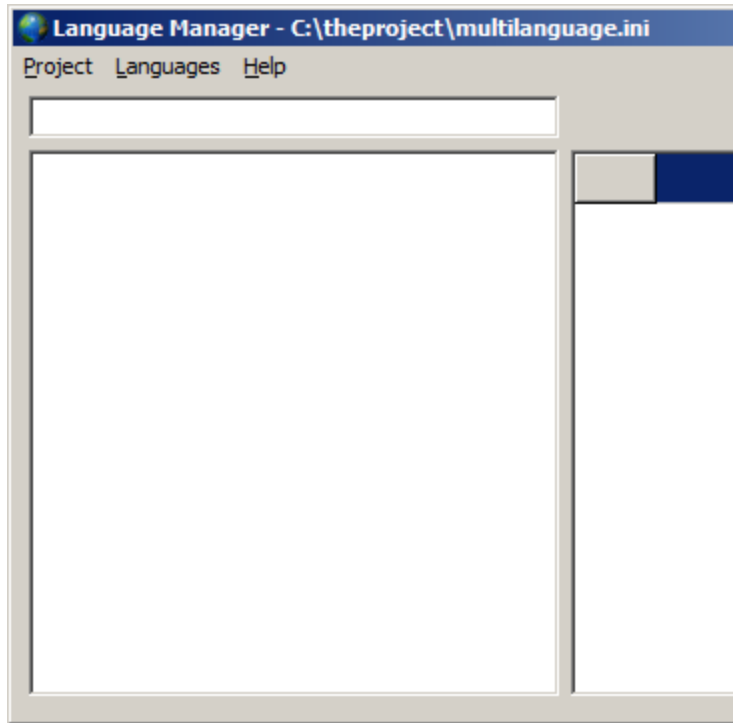
Pic #1. Main window

From left side – list of languages keys (*language key – is an unique string value that will server like an index. Every of key may be translated in many languages*). On right side of window – list of translations of keys on different languages. On the top – input field for quick adding of new key.

To begin with you need to create list of available languages for your application, it's possible going to Languages/Add. The tool use ISO 639-2 standard to keep names

of languages, and be sure that one project may not contain vocabularies with same names.
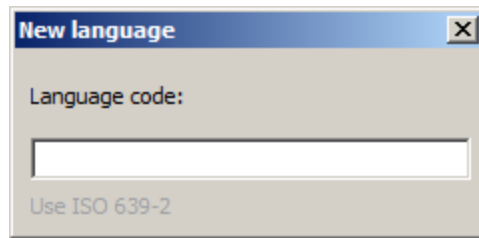
Pic #2. New language

After you has been added needed languages, it's time to add the keys languages. To do that just enter the name of key in top text field and press enter. Then the input field should gone, in return should be visible field to set translation value of the key with name of language from left of it. Be entering translation of key press enter, after that the passed value will be saved into translations list and the file. In case if you have more than one language, this operation will loop.

Workflow. Static library.

To get access to language you have to include files from out static library into your project after that you may use it.

About

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https://github.com/androschukandriy/language-manager