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1  /**
2  * Blockly Games: Bootloader
3  *
4  * Copyright 2014 Google Inc.
5  * https://github.com/google/blockly-games
6  *
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18 */
19
20 /**
21 * @fileoverview Load the correct language pack for the current application.
22 * @author fraser@google.com (Neil Fraser)
23 */
24 'use strict';
25
26 (function() {
27   // Application path.
28   var appName = location.pathname.match(/\/([-\w]+)(\.html)?$/);
29   appName = appName ? appName[1].replace('-', '/') : 'index';
30
31   // Supported languages (consistent across all apps).
32   window['BlocklyGamesLanguages'] = [
33     'ar', 'be', 'be-tarask', 'bg', 'bn', 'br', 'cs', 'da', 'de', 'el', 'en',
34     'es', 'eu', 'fa', 'fi', 'fr', 'gl', 'ha', 'he', 'hi', 'hu', 'hy', 'ia',
35     'id', 'ig', 'is', 'it', 'ja', 'kab', 'ko', 'lt', 'lv', 'ms', 'my', 'nb',
36     'nl', 'pl', 'pms', 'pt', 'pt-br', 'ro', 'ru', 'sc', 'sk', 'sl', 'sq',
37     'sr', 'sv', 'th', 'tr', 'uk', 'ur', 'vi', 'yo', 'zh-hans', 'zh-hant'
38   ];
39
40   // Use a series of heuristics that determine the likely language of this user.
41   // First choice: The URL specified language.
42   var param = location.search.match(/[?&]lang=([^\&]+)/);
43   var lang = param ? param[1].replace(/\+/g, '%20') : null;
44   if (window['BlocklyGamesLanguages'].indexOf(lang) != -1) {
45     // Save this explicit choice as cookie.
46     var exp = (new Date(Date.now() + 2 * 3153600000)).toUTCString();
47     document.cookie = 'lang=' + escape(lang) + '; expires=' + exp + 'path=/';
48   } else {
49     // Second choice: Language cookie.
50     var cookie = document.cookie.match(/(^|;)\s*lang=([^\s-]+)/);
51     lang = cookie ? unescape(cookie[2]) : null;
52     if (window['BlocklyGamesLanguages'].indexOf(lang) == -1) {
53       // Third choice: The browser's language.
54       lang = navigator.language;
55       if (window['BlocklyGamesLanguages'].indexOf(lang) == -1) {
56         // Fourth choice: English.
57         lang = 'en';
58       }
59     }
60   }
61   window['BlocklyGamesLang'] = lang;
62
63   // Load the chosen language pack.
64   var script = document.createElement('script');
65   var debug = false;
66   try {
67     debug = !!sessionStorage.getItem('debug');
68     if (debug) {
69       console.info('Loading uncompressed JavaScript.');
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70     }
71   } catch (e) {
72     // Don't even think of throwing an error.
73   }
74   script.src = appName + '/generated/' + lang +
75     (debug ? '/uncompressed.js' : '/compressed.js');
76   script.type = 'text/javascript';
77   document.head.appendChild(script);
78 }) ();
79
```