

Game Localization – wstring SexyAppFramework

Initial project settings and compilation

1. Open the game's solution.
2. Remove from the solution the SexyAppFramework project.
3. Add an existing project to the solution. Select the SexyAppBase WideString.vcproj (or SexyAppBase VS2005 WideString.vcproj).
4. Ensure that the game's Project Dependencies are set up to still depend on the SexyAppFramework.
5. Change C/C++ preprocessor definitions of your game project to include **_USE_WIDE_STRING** in all build types (Debug, Release, etc.).
6. Perform a Rebuild All from the Build menu.
7. At this time, any errors relating to *std::strings* will be present. All of these strings will need to either be passed through StringToSexyString[Fast], or redefined as *SexyString*. Likewise, *char* must be retyped as *SexyChar*.

Strings that the framework displays can be customized.

The following is a list of strings that can be customized. The bold print is the ID of the string, and the text following is the default text displayed if you do not customize it. You can modify these by placing string properties in an XML file and loading it using the provided **LoadProperties** method in SexyAppBase. One of the overloads of this method contains no parameters, and when used will load a file called "properties/default.xml" giving an error message if it does not exist.

HARDWARE_ACCEL_SWITCHED_ON

"Hardware Acceleration was switched on during this session.
If this resulted in slower performance, it should be switched off.
would you like to keep Hardware Acceleration switched on?"

Displayed as message box text when a user closes out a game if they had turned on hardware acceleration, but it was not recommended for them to do so.

HARDWARE_ACCEL_CONFIRMATION

"Hardware Acceleration Confirmation"

The title text to the message box displayed for all hardware acceleration related dialogs.

HARDWARE_ACCEL_NOT_WORKING

"Hardware Acceleration may not have been working correctly during this session.
If you noticed graphics problems, you may want to turn off Hardware Acceleration.
would you like to keep Hardware Acceleration switched on?"

Displayed as a message box when a user closes out a game that had reported hardware acceleration errors.

FATAL_ERROR

"FATAL ERROR"

The message box title for the Popup() function in SexyAppBase.

PLEASE_SET_COLOR_DEPTH

"Please set your desktop color depth to 16 bit."

An error displayed when full-screen fails (and therefore forcing the app to only be windowed), but the desktop resolution is not set to either 16bit or 32bit.

FAILED_INIT_DIRECTDRAW

"Failed to initialize DirectDraw: "

Preamble to generic DirectDraw errors returned by failed initialization of DirectDraw.

UNABLE_OPEN_PROPERTIES

"Unable to open properties file "

Error displayed when a required properties file is not found. The filename is appended to the end of this string before being displayed.

PROPERTIES_SIG_FAILED

"Signature check failed on "

Error displayed when a properties file has been modified and the signature match fails. The filename is appended to the end of this string before being displayed.

INVALID_COMMANDLINE_PARAM

"Invalid command line parameter: "

Error displayed when the application is passed an unrecognized parameter on the command line. The command line is appended to the end of the string before being displayed.

APP_REQUIRES_DIRECTX

"This application requires DirectX to run. You can get DirectX at <http://www.microsoft.com/directx>"

Text displayed in a message box when the application first runs if either ddraw.dll or dsound.dll cannot be loaded.

YOU_NEED_DIRECTX

"You need DirectX"

The title bar text for the message box described in APP_REQUIRES_DIRECTX.

UPDATE_CHECK_TITLE

"Update Check"

The title bar text for the message box described in UPDATE_CHECK_BODY

UPDATE_CHECK_BODY

"Checking if there are any updates available for this product ..."

Text displayed in a message box when the application checks for updates.

UP_TO_DATE_TITLE

"Up to Date"

The title bar text for the message box described in UP_TO_DATE_BODY

UP_TO_DATE_BODY

"There are no updates available for this product at this time."

Text displayed in a message box when the application is completely up-to-date.

NEW_VERSION_TITLE

"New Version"

The title bar text for the message box described in NEW_VERSION_BODY

NEW_VERSION_BODY

"There is an update available for this product. Would you like to visit the web site to download it?"

Text displayed in a message box when the application has updates available.

DIALOG_BUTTON_CANCEL

"CANCEL"

Text on cancel buttons.

DIALOG_BUTTON_OK

"OK"

Text on okay buttons.

Display strings

Any function in the framework that takes a string for display is now a **SexyString**. This type is actually just a type definition to either `std::string` or `std::wstring`.

XML Parser

XMLParser now stores its data as SexyString as well. It does all parsing in wide-string fashion, and then converts the characters to SexyChar. It can read ASCII files, and UTF-8/UTF-16 encoded files. It first assumes sets a file to ASCII, but then looks for byte order markers indicative of UTF-8 and UTF-16 documents. The object can also be forced to read a file as a specific encoding using XMLParser::SetEncodingType. The four types of encoding are UTF_8, UTF_16, UTF_16LE, and UTF_16BE. LE and BE refer to the byte order: LE stands for little endian, and BE stands for big endian.