Subject: Fixed some Dutch translations
Posted by Alboni on Sat, 08 Dec 2012 17:01:33 GMT
View Forum Message <> Reply to Message

Hello, I fixed some (loads of) language errors, added some missing translations and set the date format right in the Dutch translations.
Since I am running on a Dutch windows version I also took the liberty of changing the translation of standard buttons such as cancel and save to match the ones found in windows programs.

Here they are:

File Attachments
1) NL-NL.UTF-8.tr, downloaded 613 times

Subject: Re: Fixed some Dutch translations
Posted by mirek on Sun, 09 Dec 2012 16:16:27 GMT
View Forum Message <> Reply to Message

Thanks, applied

Subject: Re: Fixed some Dutch translations
Posted by wimpie on Sat, 10 Aug 2013 23:56:23 GMT
View Forum Message <> Reply to Message

Great job Alboni, there were some weird translations in the latest stable release (5485) I wanted to fix but then I downloaded latest nightly (6240) and saw most of it was already done...

Now I did the latest missing translations and a few minor modifications.

One question though. I noticed that when testing with UWord with this translation, words like

What could be the reason for that?

File Attachments
1) NL-NL.UTF-8.tr, downloaded 610 times

Subject: Re: Fixed some Dutch translations
Posted by Alboni on Sun, 11 Aug 2013 01:08:30 GMT
View Forum Message <> Reply to Message

Thanks

I just did a little test with UWord, but it looked correct on my pc, so I assume you're talking about your altered file. It is important that you use only UTF-8 as a characterset when dealing with the

translations. If you edited the translations with anything other than TheIde there is a chance you're using a different characterset wich might garble anything non-ascii when used in Upp, even if it looks right in the external editor.

You caught some pretty daft mistakes there. Good work. We should merge my later version in.

One thing puzzles me: if I do an export with the latest upp, I'm not getting all those new strings that are in your file. Also can't import your file. Did you export AllForI18n?

Subject: Re: Fixed some Dutch translations
Posted by wimpie on Sun, 11 Aug 2013 04:35:40 GMT
View Forum Message <> Reply to Message

I only worked with TheIde, exported from AllForI18n as prescribed and imported again. Then compiled UWord and noticed the strange things.
I think it happens at run-time because when I let UWord export the .tr all the texts in there are ok.

Subject: Re: Fixed some Dutch translations
Posted by wimpie on Mon, 12 Aug 2013 23:05:39 GMT
View Forum Message <> Reply to Message

Ah well. Just tried on another machine with an unmodified 5990 release.

Like I did earlier, changed the SetLanguage in UWord from "LNG_ENGLISH" to "GetSystemLNG()"

This is what happened before. but now I had the bright idea to change SetLanguage to "LNG_('N', 'L', 'N', 'L')"
Now the translation turns out correct.
Is this a bug? maybe I should post this somewhere else.

I 'DUMPED' the following:
LNG_ENGLISH = 178867
GetSystemLNG() = 18297292
LNG_('N', 'L', 'N', 'L') = 471500

I am running Windows XP in dutch.

addition (after looking at GetSystemLNG()):
GetUserLocale(LOCALE_SISO639LANGNAME) = nl
GetUserLocale(LOCALE_SISO3166CTRYNAME) = NL
LNGFromText(GetUserLocale(LOCALE_SISO639LANGNAME) +
GetUserLocale(LOCALE_SISO3166CTRYNAME)) = 471500
GetUserLocale(LOCALE_IDEFAULTANSICODEPAGE) = 1252

Subject: Re: Fixed some Dutch translations
Posted by Alboni on Tue, 13 Aug 2013 13:17:24 GMT
View Forum Message <> Reply to Message

Also Dutch XP here, and I have the same findings with GetSystemLNG(). I also tried it with my app and I get all the normal dutch stuff except the dutch version of Copy. But when using LNGFromText("NL-NL") or "nl-NL" all is well.

Subject: Re: Fixed some Dutch translations
Posted by wimpie on Thu, 15 Aug 2013 00:29:39 GMT
View Forum Message <> Reply to Message

According to GetSystemLNG(), It has something to do with the codepage, when it's between 1250 and 1258 it does this:
lang = SetLNGCharset(lang, CHARSET_WIN1250 + cs - 1250);
which would create that weird number I posted above.
But what it means and/or if it is correct I don't know.
Maybe it is, and the stuff where the translations happens goes wrong. But I have not dived that deep yet.

Subject: Re: Fixed some Dutch translations
Posted by Alboni on Thu, 15 Aug 2013 12:03:59 GMT
View Forum Message <> Reply to Message

It simply *MUST* be a bug in GetSystemLNG(), otherwise using GetSystemLNG() would have the same result as directly setting the language. The codepage stuff you found sounds like a good candidate to me.

Subject: Re: Fixed some Dutch translations
Posted by wimpie on Fri, 16 Aug 2013 00:57:28 GMT
View Forum Message <> Reply to Message

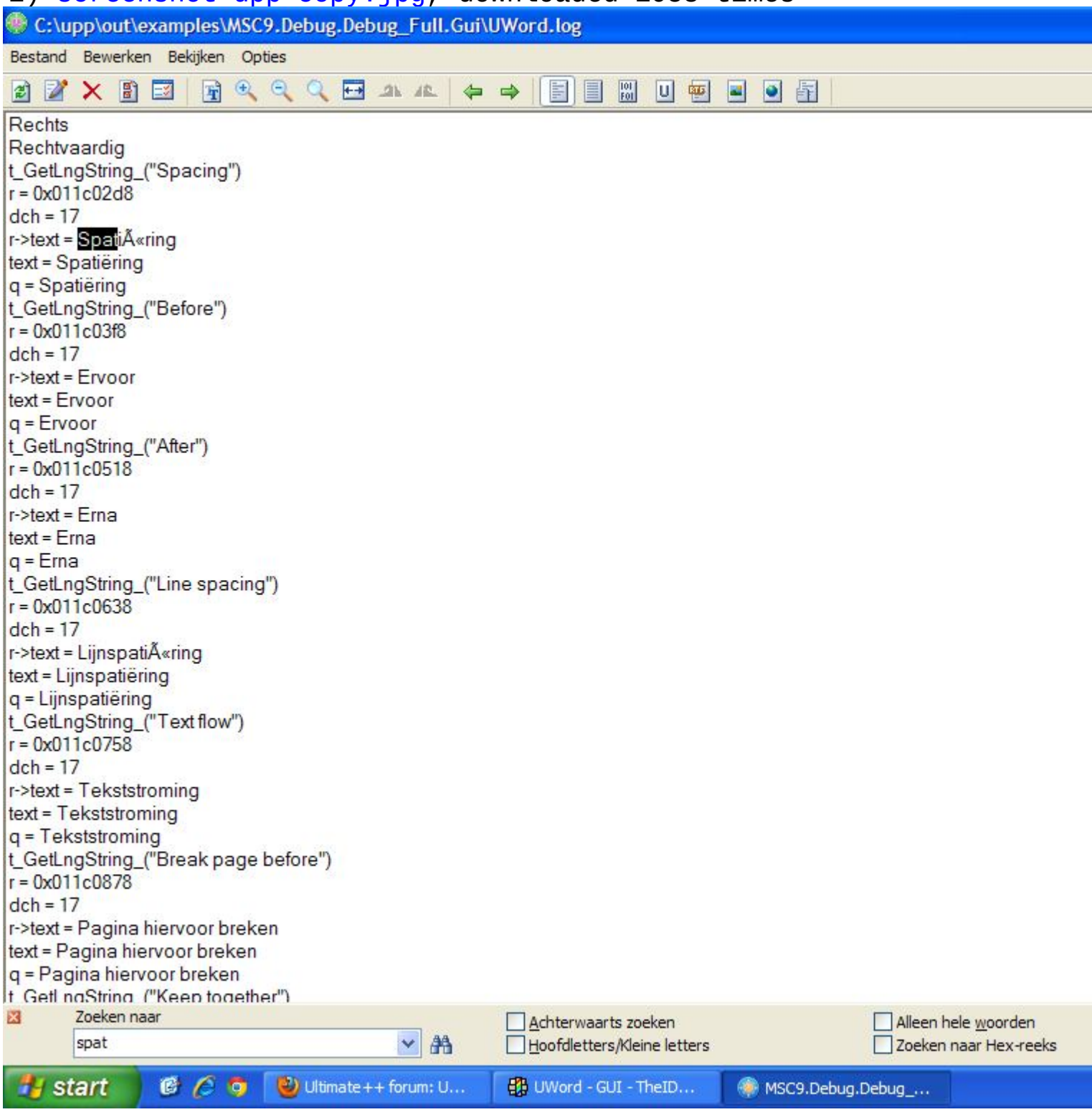
I'm not sure about that.
I followed t_() to t_GetLngString_() (Core/t.cpp) and put in a few DUMP's. see attached screenshot (viewed with total commander).
It looks to me the translations are correct ("r->text" being translated UTF8 and "text" being the converted result).
But that would mean there's something wrong with putting the text on screen.

Well, maybe for another day. At least I learned a thing or two more about U++

Edit: oh, and looking at the screenshot. "justify" should translate as "uitvullen". "rechtvaardig" is straight from google translate I guess;)

File Attachments

1) screenshot upp copy.jpg, downloaded 1058 times



Subject: Re: Fixed some Dutch translations
Posted by Alboni on Fri, 16 Aug 2013 13:36:59 GMT

Still looks like an encodig issue.

I didn't touch translations where I wasn't quite sure of the context. 'Rechtvaardig' is quite silly indeed.

Ow, could you apply this change? I'm using it in my programs and it works really well in dialogs.

"Null value not allowed.",
"Dit veld mag niet leeg zijn.";

Subject: Re: Fixed some Dutch translations
Posted by wimpie on Fri, 16 Aug 2013 22:04:21 GMT

Well it seems indeed an encoding issue.

it seems, t_() returns a valid translated string in current encoding (codepage) but after that it still gets treated as UTF-8 which is wrong.

when I changed this in UWord:

```
//SetDefaultCharset(CHARSET_UTF8);
SetDefaultCharset(GetLNGCharset(GetCurrentLanguage()));
```

(with SetLanguage(GetSystemLNG()) still applied)

everything is normal again.

I don't know if this is the intended behaviour.

Subject: Re: Fixed some Dutch translations
Posted by wimpie on Fri, 16 Aug 2013 23:37:55 GMT

And an updated translation... (against nightly 6243)

Please test it

edit: I had to add NL-NL manualy to section TabBar before those translations would import.

File Attachments
1) NL-NL.UTF-8.02.tr, downloaded 571 times

Subject: Re: Fixed some Dutch translations
Posted by mirek on Sun, 01 Sep 2013 17:17:13 GMT
View Forum Message <> Reply to Message

Applied, thanks.

Mirek

Subject: Updated Dutch translations
Posted by wimpie on Mon, 07 Sep 2020 19:06:44 GMT
View Forum Message <> Reply to Message

It's been a while... noticed my name was still mentioned somewhere
So here some updated Dutch translations...

Enjoy

File Attachments
1) NL-NL.UTF-8.edit.tr, downloaded 412 times

Subject: Re: Updated Dutch translations
Posted by mirek on Wed, 23 Sep 2020 15:45:03 GMT
View Forum Message <> Reply to Message

Thank you, applied.
