locale

COLLABORATORS

	TITLE : locale		
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REVISION HISTORY

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Chapter 1

locale

1.1 GUIEnvironment/Locale guide

```
                        GUIEnvironment

                        Locale guide

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1.2 Opening the catalog

```
A catalog can be opened when creating the GUIInfo using the GUI_LocaleFile
tag. Pass as data the name of the catalog file and GUIEnvironment opens
the catalog for you. The catalogInfo entry of the GUIInfo structure
contains a pointer to the catalog.

GUIEnvironment uses of course the OpenCatalog function of the locale
```

```
library.
If you want to pass this function any tags, simply specify them AFTER the
GUI_LocaleFile tag !
```

The catalog is closed if you change the catalog file or if you free the
GUIInfo structure.

Using gadgets or menus you have not to change your source code, because
GUIEnvironment does the whole localization for your !

1.3 Localizing

If you need localization for other parts than gadgets or the menu, you
can use the GetCatStr function:

```
  GetCatStr(GUIInfo, 3, "Quit")
```

This call tries to get the 3rd string out of the catalog. If this is
possible it returns a pointer to this string, otherwise if not (if
the catalog wasn't available) it returns a pointer to the "Quit" text.

1.4 Accessing the locale structure

If the locale.library is available, the GUIInfo structure contains a
pointer in the localeInfo entry to the locale structure !
You can use this in your application to get some information about
the configuration.
If you need any string of the locale environment, use the GetLocStr
function. This is similiar to the GetCatStr function.

1.5 rcs

```
$RCSfile: Locale.guide $

$Revision: 1.5 $
    $Date: 1994/11/03 15:52:00 $

  GUIEnvironment Locale Guide

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