

Localer

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| COLLABORATORS |
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| | <i>TITLE :</i> Localer | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> |
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| REVISION HISTORY |
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Chapter 1

Localer

1.1 Amiga Foundation Classes Modules: Localer/Main

** Localer - Original By Fabio Rotondo **

Part of Amiga Foundation Classes

Introduction

History

Author(s) Info

Amiga Foundation Classes

Requires: resourceTracker

Base: \$0000D000

COMMANDS

BRIEF DESCRIPTION

localer(resTracker=NIL)

Class constructor

clear()

Clears all resources

empty()

Checks IF the class is empty.

get(num, default=NIL)

Gets a message STRING

language()

Returns the current language

load(cat, v=0, built=NIL)

Loads a catalog file

1.2 Amiga Foundation Classes Modules: Localer/ Intro

INTRO

Localer is a very simple class, which works as an interface between locale. ←
library

and the program you are writing.

Using this class, you can easily add localization properties to your program without worrying about the AmigaOS your program will run on.

In fact, if the AmigaOS isn't able to handle locale.library, Localer will simply return default strings as program strings.

1.3 Author's Info

Original By: Fabio Rotondo

E Version By: Fabio Rotondo (fsoft@intercom.it)

C++ Version By: Inyaki Galdeano (i.amanita.s@mx3.redestb.es)

1.4 Amiga Foundation Classes: Localer / History

HISTORY

V1.00 - Initial release

V1.10 - ADD:

language()
method

V1.20 - ADD:

empty()
method.

ENH: better docs

V1.30 - ADD: resourceTracker support

1.5 Localer / Localer()

NAME: localer(resTracker=NULL;PTR TO resTracker)

SYNOPSIS: localer(resourceTracker * resTracker = NULL)

DESCRIPTION: This is the class constructor.

INPUTS: resTracker - (Optional) Pointer TO a valid
resourceTracker class.

RESULTS: NONE

NOTES: This method will *never* fail. It has been created to handle correctly all OSes, starting from AmigaOS V1.2+, so, if it isn't able to open locale.library, it simply ignores it.

SEE ALSO: resourceTracker

1.6 Localer / Load()

NAME: load(catalogname, version=0, builtin=NIL)

SYNOPSIS: struct Catalog * load(STRPTR catalogname, long version = 0, STRPTR ←
builtin = NULL)

DESCRIPTION: This method loads a locale's catalog.

INPUTS: catalogname - The name of the catalog file to load.
Usually, it is the program name with the
suffix ".catalog"

version - Catalog version. Default is 0, which means
"any catalog you'll find..."

builtin - Built in language. (Eg. "english")

RESULTS: The method returns a pointer to a valid catalog handle or NIL.

SEE ALSO:

get()

clear()

1.7 Localer / get()

NAME: get(message_number, defstring=NIL)

SYNOPSIS: STRPTR get(int message_number, STRPTR defstr = NULL)

DESCRIPTION: This method gets a message string from an opened catalog and returns it.

INPUTS: message_number - Number of the message string in the catalog.

defstring - Message string to return if any error occurs.
(Default is NIL)

RESULTS: a message string or NIL.

SEE ALSO:

load()

1.8 Localer / clear()

NAME: clear()

SYNOPSIS: void clear()

DESCRIPTION: This method clears a catalog file from the memory.
After this method is invoked, you'll never be able to access messages strings contained inside your catalog, unless you open it again.

INPUTS: NONE

RESULTS: NONE

SEE ALSO:

load()

1.9 Localer / language()

NAME: language()

SYNOPSIS: STRPTR language()

DESCRIPTION: This method returns the name of the current language used by the user.

INPUTS: NONE

RESULTS: a PTR TO CHAR (STRPTR) containing the name of the current language ↔
.

NOTE: The name of the language is always ended with ".language" ↔
extension.

So, for ex., "italiano" is "italiano.language"

SEE ALSO:

1.10 Localer / version()

NAME: version()

SYNOPSIS: long version(rev=FALSE)

DESCRIPTION: This method returns class version and revision.

INPUTS: NONE

RESULTS: Class version and revision.

NOTE: This method returns TWO values.

The C++ method has been translated in this way:
invoking version() without any parameter, will return
the class VERSION; calling it with TRUE as parameter
will return class REVISION.

SEE ALSO:

1.11 Amiga Foundation Classes: IFFParser/empty()

NAME: empty()

DESCRIPTION: This method will check if current class contains some data
or not.

INPUT: NONE

RESULTS: TRUE - The class is empty.
 FALSE - The class contains something.

SEE ALSO:
