

LangLib Instructions

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LangLib Instructions

Windows Forms

Inheritance from a `System.Windows.Forms.Form` should be changed as follows:

1 `using` VPKSoft.LangLib;

```
namespace WindowsFormsApplication1
1 {
2     public partial class Form1 : DBLangEngineWinforms
3     {
4         public Form1()
5         {
6             InitializeComponent();
7             DBLangEngine.DBName = "WindowsFormsApplication1.sqlite";
8             if (Utils.ShouldLocalize() != null)
9             {
10                DBLangEngine.InitalizeLanguage("WindowsFormsApplicati
11on1.Messages", Utils.ShouldLocalize(), false);
12                return; // After localization don't do anything more.
13            }
14
15
16            DBLangEngine.InitalizeLanguage("WindowsFormsApplication1.
Messages");
```

WPF / XAML

With WPF the inheritance is a bit more complex procedure, but once done it stays..

```
using VPKSoft.LangLib;

1 namespace WPFApplication1
2 {
3     /// <summary>
4     /// Interaction logic for Window1.xaml
5     /// </summary>
6     public partial class Window1: VPKSoft.LangLib.DBLangEngineWPF
7     {
8         public Window1()
9         {
10             InitializeComponent();
11
12             DBLangEngine.DBName = "WPFApplication1.sqlite";
13             if (Utils.ShouldLocalize() != null)
14             {
15                 DBLangEngine.InitalizeLanguage("WPFApplication1.Mess
16 ages", Utils.ShouldLocalize(), false);
17             return; // After localization don't do anything
18             more.
19         }
20         DBLangEngine.InitalizeLanguage("WPFApplication1.Messages"
21 );
```

After this we need to modify the xaml:

```
<VPKSoft:DBLangEngineWPF x:Name="Window1"
x:Class="WPFApplication1.Window1"
1     xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
2n"
3     xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
4     xmlns:VPKSoft="clr-
5namespace:VPKSoft.LangLib;assembly=VPKSoft.LangLib"
        Title="LangLibTestWPF" Height="309" Width="460"
        Icon="images/VPKSoft.ico">
```

So we link the Langlib library to the xaml by giving it a xml namespace. NOTE: The namespace does not need to be VPKSoft.

```
xmlns:VPKSoft="clr-namespace:VPKSoft.LangLib;assembly=VPKSoft.LangLib"
```

After that we inherit the change the Window1: Window to

```
VPKSoft:DBLangEngineWPF
```

Just remember to keep those VPKSoft's as in `VPKSoft == VPKSoft..`

Program.cs

We need to modify this file so that the localization "dump" may take place.

For Windows Forms

```
1 using VPKSoft.LangLib;
2
3 namespace WindowsFormsApplication1
4 {
5     static class Program
6     {
7         /// <summary>
8         /// The main entry point for the application.
9         /// </summary>
10        [STAThread]
11        static void Main()
12        {
13            Application.EnableVisualStyles();
14            Application.SetCompatibleTextRenderingDefault(false);
15            if (Utils.ShouldLocalize() != null) // Localize and exit.
16            {
17                new Form1();
18                return;
19            }
20            Application.Run(new Form1());
21        }
22    }
23 }<br>
```

So we don't let the application to start if a command line parameter `--dbLang` or `--dbLang=cu-RE` (ISO 639-1) was given.

For WPF / XAML

```
using VPKSoft.LangLib;

1
2 namespace WPFApplication1
3 {
4     /// <summary>
5     /// Interaction logic for App.xaml
6     /// </summary>
7     public partial class App : Application
8     {
9         private void Application_Startup(object sender,
10 StartupEventArgs e)
11         {
12             if (Utils.ShouldLocalize() != null) // Localize and exit.
13             {
14                 new Window1();
15                 System.Diagnostics.Process.GetCurrentProcess().Kill()
16; // self kill after localization
17                 return;
18             }
19         }
20     }
}
```

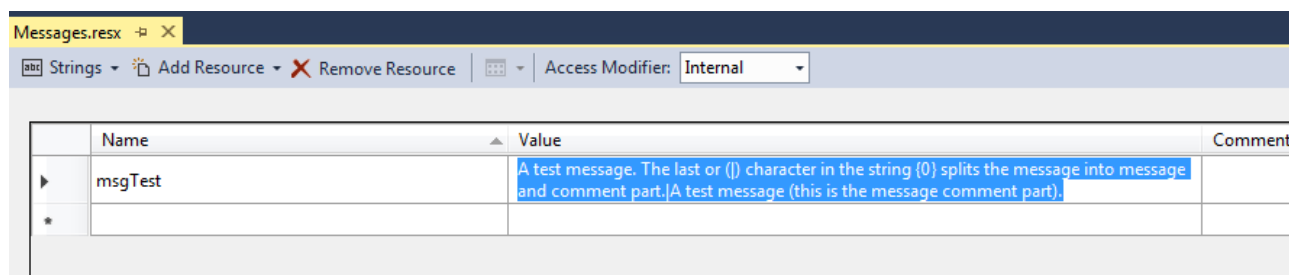
So with WPF we instruct the application to "kill self" if a command line parameter `--dbLang` or `--dbLang=cu-RE` (ISO 639-1) was given.

One embedded resource

As there was some talk about not needing any resources, a one is required.

This is to store the inside application messages such as a message shown in a MessageBox.

You may name it anything you want. Here is a sample:



Just remember to call the LangLib with the right **resource name**. If your application namespace is for example WindowsFormsApplication1

you should tell the application to initialize with a the resource name:

```
DBLangEngine.InitializeLanguage("WindowsFormsApplication1.Messages");
```

That's it

I hope this help file was instructional enough to start localizing. 😊