
Localization strings in skins

Posted by Jorge_Luis - 2012/05/16 12:46

I always have this question... can strings in a skin (not Shadow4) be localized?
But not any string stored in the locale files.

e.g., if I in a skin have the text "Mostrar subtítulo" in Spanish, I wish to show the text "Show subtitle" in English, or any other language. This could be a variable name.

I was thinking on the %L suffix, but it is used with (several) image files...

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Re: Localization strings in skins

Posted by Rainy - 2012/05/17 07:13

You probably could change the texts with a lua script. I.e. have a variable in the skin which defines the language (or read the GlobalSettings/Language from Rainlendar's config) and use a different text depending on its value.

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