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## [Released] A Voice Chime

Posted by anoob - 2012/12/02 02:59

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Voice chime: <http://customize.org/rainlendar/skins/65669520>

I am creating a voice chime that can use Chinese or American to report the time.

But at now, I have a question, How to obtain the default language of system ?

I use `Rainlendar_GetOption(PATH, "UILanguage")` to get what skin's language is using.

But if user setting the skin's language as "Default" (`UILanguage=0`), I don't know how to obtain the default language of system ? to decide use Chinese or American ?

Ooh, I just want to know that system language is "Chinese" or not ?

Thanks and hope anyone's help.

part of code:

```
Ullang = Rainlendar_GetOption("GlobalSettings", "UILanguage")
```

```
if Ullang == "47" or Ullang == "46" then
```

```
    UI_lang = "Chinese"
```

```
else
```

```
    UI_lang = "American"
```

```
end
```

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## Re: How to obtain the default language of system ?

Posted by Rainy - 2012/12/02 04:03

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The `os.setlocale(nil)` returns the current locale but I think Rainlendar forces all lua scripts to use the 'C' locale so that probably does not work. One a bit hackish way would be to check the name of the "Program Files" folder (or something else which is accessible from the lua script). That naturally works in Windows only though.

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## Re:How to obtain the default language of system ?

Posted by anoob - 2012/12/02 16:00

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Rainy wrote:The `os.setlocale(nil)` returns the current locale but I think Rainlendar forces all lua scripts to use the 'C' locale so that probably does not work.

Thanks, the `os.setlocale(nil)` is working good, it really returns that what I want?

Now, the "Voice Chime" has been done. It will reported time, at each 30 minutes.

Those who are interested, please go to see the first posted to download and try, thanks.

Use way:

```
>> unzip voicechime.zip file
```

```
>> copy "_chime.lua" file and "chimedll" folder into Rainlendar's scripts folder (eg. C:\Program Files\Rainlendar2\scripts\)
```

```
>> refresh Rainlendar.
```

The `VoiceClock.r2skin` file is optional for install.

It will reported time, when every time user press the "Speak Now" button.

Note:

Please don't request me to add more voice dll files, because the voice dll files are not created by me, them are come from the other 3rd program,

and I don't know why? only the "Chinese.dll" & "American.dll" can work fine at Rainlendar, the other dll files are not work properly (they always speak "it's 12 am"),

but if the 3rd program is running, all voice dll files will work properly.

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## Re:How to obtain the default language of system ?

Posted by Jorge\_Luis - 2012/12/02 18:31

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Windows has a strange way to show locales.

This site is in German, but it shows many locales (also in Linux and HPUX): <http://lua.gts-stolberg.de/os.php>

In my PC, for example, it shows "Spanish\_Spain.1252". It could have been "es\_ES.ISO885915", but that's not my O.S.

I remember to make a chime clock 6 months ago (original link). Using that code and several wave files from an old software called "Da La Hora" (~"Give Time") delivered in a PC magazine, I created a Spanish version of the chime. If you can't find a way to run another language within the 3rd party app, I could upload it. What do you think?

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## Re:How to obtain the default language of system ?

Posted by anoob - 2012/12/03 00:08

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Jorge\_Luis wrote:Windows has a strange way to show locales. This site is in German, but it shows many locales (also in Linux and HPUX): <http://lua.gts-stolberg.de/os.php> In my PC, for example, it shows "Spanish\_Spain.1252". It could have been "es\_ES.ISO885915", but that's not my O.S. Thanks, this explains why Rainy say:

"I think Rainlendar forces all lua scripts to use the 'C' locale so that probably does not work."

That is, there is a need to consider the various situations.

Using that code and several wave files from an old software called "Da La Hora" (~"Give Time") delivered in a PC magazine, I created a Spanish version of the chime. If you can't find a way to run another language within the 3rd party app, I could upload it. What do you think?

Oh! If it is not too much trouble, Hope you can upload (or mail me) the complete sample, then I can study and learning.

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## Re:How to obtain the default language of system ?

Posted by Jorge\_Luis - 2012/12/03 08:33

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I sent you the files to your email.

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## Re:How to obtain the default language of system ?

Posted by anoob - 2012/12/03 10:20

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Thanks you, I have received!

But it is what I want to avoid.

Because, if to be able to support multiple languages, is bound to produce a large number of audio files.

And I hope that one language need only one file (packaged together). This is for maintenance more convenient.

But, if no way to do my wish, this seem is the only way.

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## Re:How to obtain the default language of system ?

Posted by Jorge\_Luis - 2012/12/04 20:13

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Even if I put all the voices in a dll, is there a way to play a wave file inside the dll on Rainlendar or Lua? The 3rd party app plays by itself. How can it be compiled to run in all systems? I mean, this dll should work on windows, ubuntu and mac...

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## Re:How to obtain the default language of system ?

Posted by anoob - 2012/12/04 21:24

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Ooh! I don't have take into account these.  
So, currently seem, if want to be able to support all kind of system,  
the wav files can not be packaged together (it's a pity).  
Well, I will go to change my code.  
Thanks you, Jorge\_Luis.

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## Re:How to obtain the default language of system ?

Posted by anoob - 2012/12/05 13:37

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2012-12-06

I've re-written the Voice Chime, and add Spanish.

Because I have only been tested it under Win XP,  
And, it not yet completed, still need to overcome the problem of the time interval.  
So, anyone, please help to test in non-winxp system is working properly?  
Thanks !!

2012-12-11

Fixed - no speaking "A.M.", if the time is "00:00 a.m."

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