

Re: Some questions; SHMenuBar, multilingual prog

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2005-04/msg00330.htm>

- *From:* "Paul G. Tobey [eMVP]" <ptobey no spam AT no instrument no spam DOT com>
 - *Date:* Tue, 26 Apr 2005 09:35:10 -0700
-

1. It's possible that any given API is specific to a given device or class of devices. Our devices have APIs for things like digital I/O. Those don't appear in the general help; they only show up if you install *our* SDK. SHCommandBar, whatever that is, is not in our SDK or in the PocketPC SDK, so it must be specific to some other device (or isn't a Windows CE API component at all). Remember, Windows CE != desktop Windows.

I have it in working code so, if it returns 0, you don't have a menu assigned to that command bar. It's possible that the menu is not returned immediately. The code i'm using has the item unchecked initially, so it doesn't get the menu until there's a change.

2. Well, I guess we'd have to actually see your code to know whether you have it set up to automatically run in the right language or not, but I strongly doubt it. There's more effort involved, generally, than just adding more resources to a single EXE.

Paul T.

"Frank Steinmetzger" <"Warp_7@"@gmx.de> wrote in message

[news:5a3r3ccqpwge\\$.alay0qehic6m.dlg@xxxxxxxxxxxxxxx](mailto:news:5a3r3ccqpwge$.alay0qehic6m.dlg@xxxxxxxxxxxxxxx)

> Tue, 26 Apr 2005 08:30:04 -0700, Paul G. Tobey [eMVP]:

>

> Hi, thanks for the answer.

>

>> 1. No, you can't download a bit of the eVC help here and there. You also
>> don't need MSDN, though. eVC has help which it installs when you install
>> the eVC environment itself.

>

> And I use these files thoroughly, in combination with the one-file API
> documentation I got from the LCC.

> But while the CommandBar_... commands are explained there, the
> SHCOMMANDBAR for instance is not included in it, a full text search
> for it doesn't show up any results. I have looked into the WinCE API
> and the VCE language reference. Or is it somewhere else nobody might
> think of? Maybe these files are updated with Version 4.0? I use EVC3.0
>

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>> You can get the menu from the commandbar object:
>>
>> HMENU m = CommandBar_GetMenu(hwndCB, 0);
>>
>> Note that you have to pass the commandbar window.
>
> If I recall correctly (project is at home), this is exactly what I
> did. It returned 0. EVC created code which instantiates the CommandBar
> during WM_CREATE, so I put CommandBar_GetMenu immediately behind it.
> Could that be the problem? That I have to use it at a later time.
>
>> 2. Usually, you want to have the language chosen at run-time, rather than
>> at
>> compile time. You'd have to set the symbols yourself, as the eVC
>> environment doesn't have a 'target language'. You could build two
>> similar
>> projects, one for German and one for English. In the German one, use the
>> project C++ settings to set your preprocessor symbol. Do the same with
>> the
>> English symbol in your English project...
>
> I figured there is some place in the project settings where I can set
> these compiler symbols (similar to _DEBUG, which obviously is included
> automatically when I switch to the debug version). So I hoped it works
> like: I compile and get German, then enter a symbol for the resource
> condition, compile again and get the English version.
> Like: the German version of the resources get a LANG_GER as condition,
> and the english resources a condition of !LANG_GER.
> On the other hand – at the moment both languages are compiled into the
> App, which made me believe the right language is taken automatically,
> depending on the language of the OS it is running on.
> --
> Gruß | Greetings | Qapla'
> "All I ask is a tall ship and a star to steer her by."
> <http://www.stud.tu-ilmenau.de/~frst-ii/>

• Follow-Ups:

- ◆ **Re: Some questions; SHMenuBar, multilingual prog**
◇ From: Frank Steinmetzger

• References:

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◇ *From:* Frank Steinmetzger

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