

## Doomsday Engine - Feature #1486

### UI language translation/localization

2009-03-28 23:04 - xrdvx

<b>Status:</b> Rejected	<b>Start date:</b> 2009-03-28
<b>Priority:</b> Normal	<b>% Done:</b> 10%
<b>Assignee:</b>	
<b>Category:</b> User experience	
<b>Target version:</b>	
<b>Description</b>	
Translating the front end and maybe in-game language would expand your community, and also help already users to understand better the program.	
I, personally, would like to see it on Spanish, starting to my friend accept it a little bit more. And also to allow me to understand better for what are the options, instead of being experiencing on for what is this or that.	
I'm not saying "Hey, implement it for next release!" but, you can implement it when you have time, and, even better, you can only have to edit the code, because the community can translate it for you (if there are/is people that knows the languages).	
Nothing else.	
<b>Labels:</b> User Interface	

#### History

##### #1 - 2009-04-16 13:05 - danij

It should be relatively straight forward to implement but I suggest we wait until DED reader 2.0 where we could leverage the namespacing features with the Text definitions (I presume support for at least one unicode encoding method is part of the plan).

We also need to reconsider whether we should be doing things like the text help strings for console commands et al (cphelp.txt) via DED.

Another consideration is that of DeHackEd Text patches. As there is no inherent mechanism for support of language translation we should allow the user to determine if Text patches should be used (ideally, we could categorize text strings replaceable via deh patches and present fine grained controls over which categories of text strings are replaceable).

##### #2 - 2013-10-22 09:52 - skyjake

- Tags set to *i18n, UI*

- Status changed from *New* to *In Progress*

- % Done changed from *0* to *10*

Thanks to Qt's built-in mechanisms for this, the new UI framework is already going towards this direction. However, there is currently a problem with Qt's lupdate not understanding our PIMPL macros (strings inside private instance classes not recognized as belonging anywhere).

##### #3 - 2013-10-22 09:53 - skyjake

- Category set to *User experience*

##### #4 - 2016-07-05 23:54 - skyjake

- Status changed from *In Progress* to *Progressed*

##### #5 - 2019-11-29 16:37 - skyjake

- Status changed from *Progressed* to *Rejected*