

## Translation system

To make this you need:

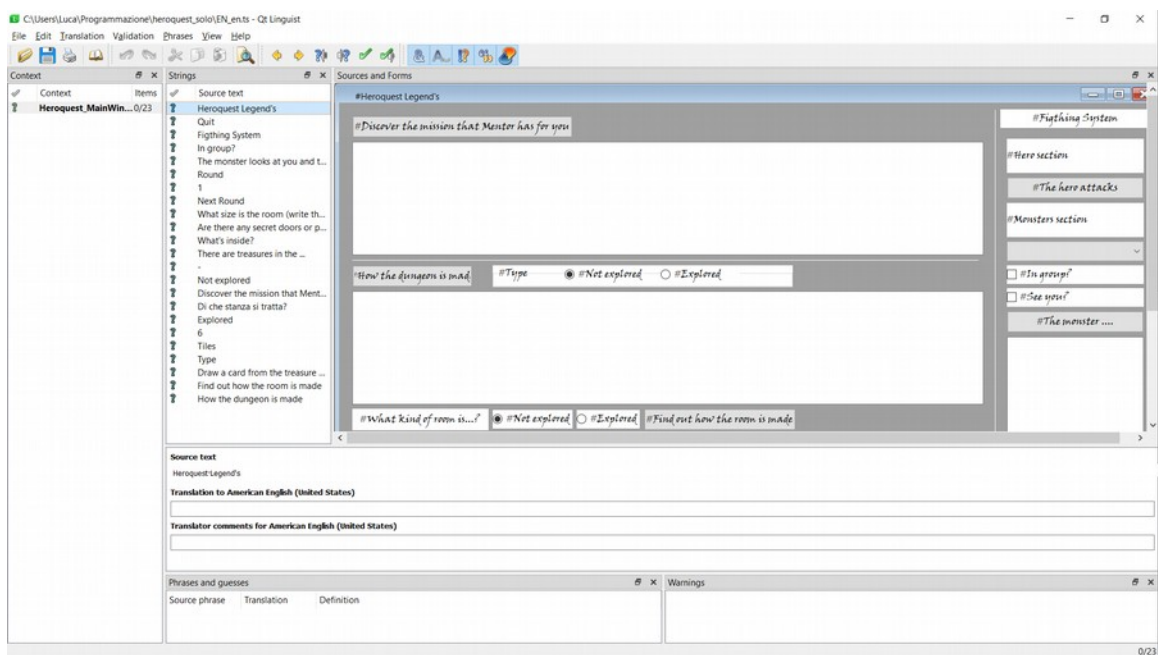
- lupdate
- lrelease

Linguist

I've created a EN\_en.ts files through lupdate with this command:

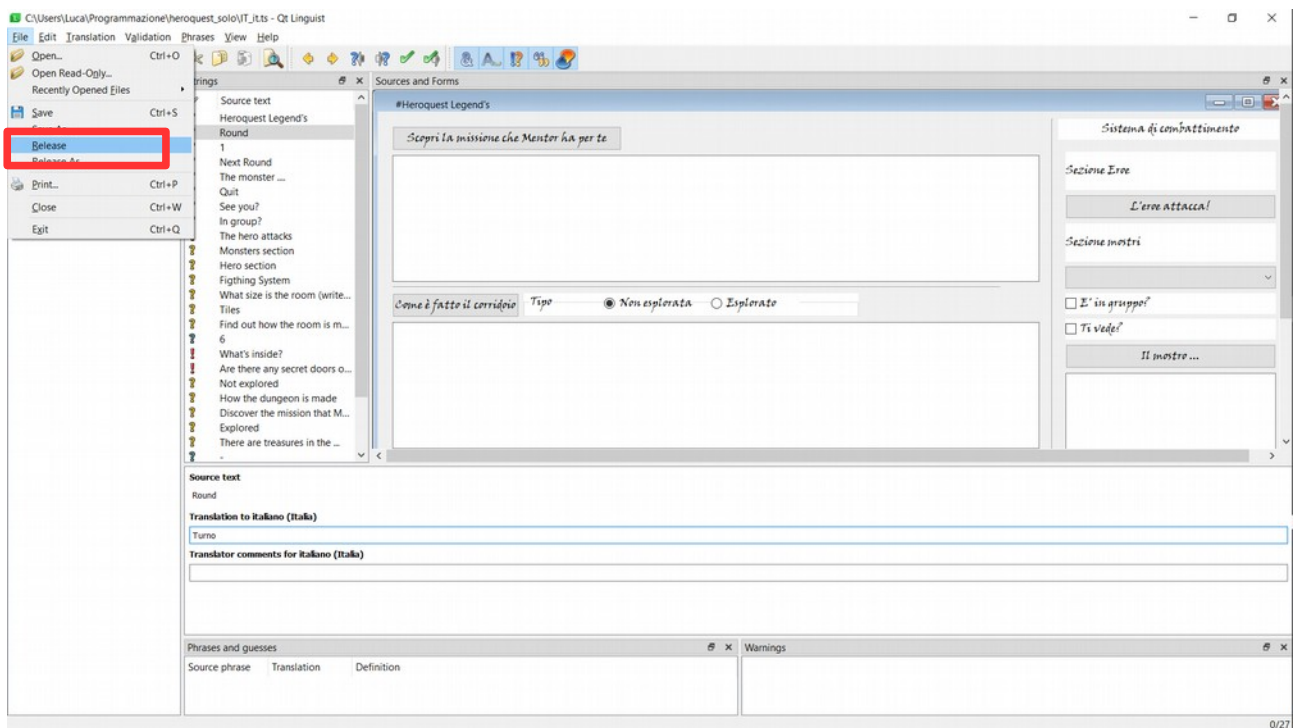
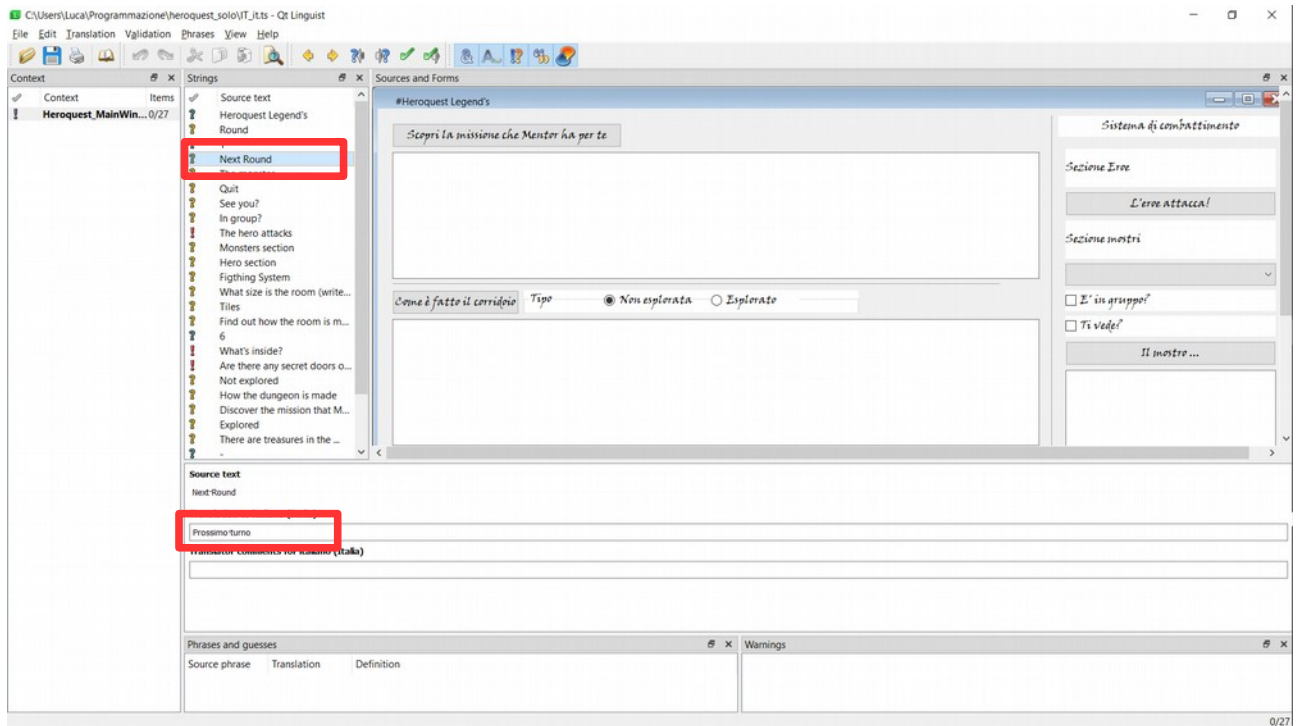
```
C:\>lupdate my_gui.ui -target-language mylanguage -ts EN_en.ts
```

It creates a EN\_esn.ts files that can ben openend with linguist

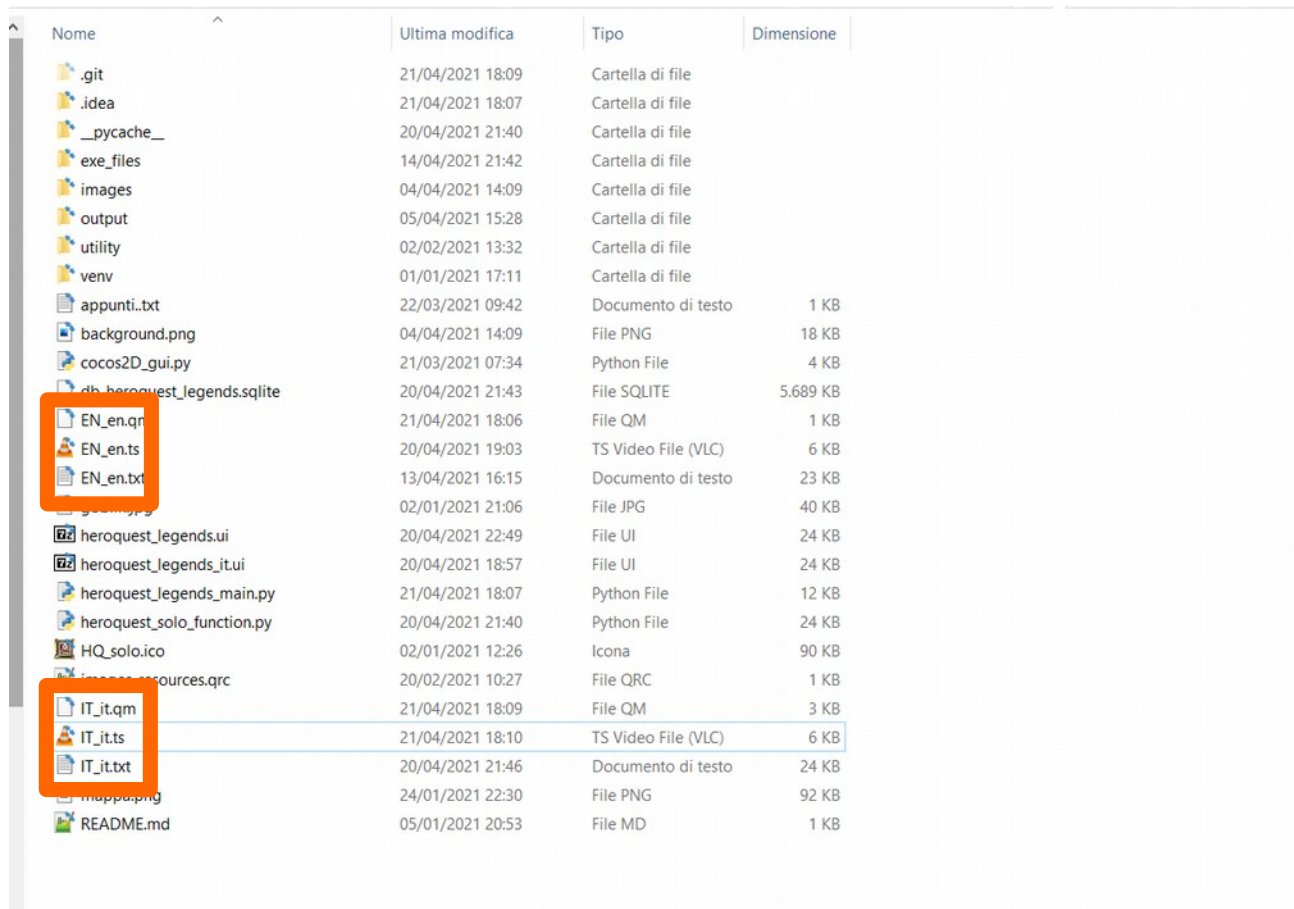


Then I've create a C:\>lupdate my\_gui.ui -target-language mylanguage -ts IT\_it.ts file for italian

Open it with linguist, choose the target language and translate:



Save and the result into the directory is ....



Nome	Ultima modifica	Tipo	Dimensione
.git	21/04/2021 18:09	Cartella di file	
.idea	21/04/2021 18:07	Cartella di file	
__pycache__	20/04/2021 21:40	Cartella di file	
exe_files	14/04/2021 21:42	Cartella di file	
images	04/04/2021 14:09	Cartella di file	
output	05/04/2021 15:28	Cartella di file	
utility	02/02/2021 13:32	Cartella di file	
venv	01/01/2021 17:11	Cartella di file	
appunti.txt	22/03/2021 09:42	Documento di testo	1 KB
background.png	04/04/2021 14:09	File PNG	18 KB
cocos2D_gui.py	21/03/2021 07:34	Python File	4 KB
db_heroquest_legends.sqlite	20/04/2021 21:43	File SQLITE	5.689 KB
EN_en.qm	21/04/2021 18:06	File QM	1 KB
EN_en.ts	20/04/2021 19:03	TS Video File (VLC)	6 KB
EN_en.txt	13/04/2021 16:15	Documento di testo	23 KB
heroquest_legends.ui	02/01/2021 21:06	File JPG	40 KB
heroquest_legends_it.ui	20/04/2021 22:49	File UI	24 KB
heroquest_legends_it.ui	20/04/2021 18:57	File UI	24 KB
heroquest_legends_main.py	21/04/2021 18:07	Python File	12 KB
heroquest_solo_function.py	20/04/2021 21:40	Python File	24 KB
HQ_solo.ico	02/01/2021 12:26	Icona	90 KB
resources.qrc	20/02/2021 10:27	File QRC	1 KB
IT_it.qm	21/04/2021 18:09	File QM	3 KB
IT_it.ts	21/04/2021 18:10	TS Video File (VLC)	6 KB
IT_it.txt	20/04/2021 21:46	Documento di testo	24 KB
mapping.png	24/01/2021 22:30	File PNG	92 KB
README.md	05/01/2021 20:53	File MD	1 KB

And finally inside the code I've added these lines:

```
heroquest_legends_main.py x IT_it.txt x heroquest_solo_function.py x
280 app = QtWidgets.QApplication(sys.argv)
281
282 #load language
283 translator = QtCore.QTranslator()
284 local_language = locale.getdefaultlocale()
285 if local_language[0] == 'it_IT':
286     translator.load("IT_it.qm")
287 elif local_language[0] == 'en_EN':
288     translator.load("EN_en.qm")
289 else:
290     translator.load("EN_en.qm")
291
292 app.installTranslator(translator)
293 window = Ui()
294 app.exec_()
295
296
```