# Quassel IRC - Bug #508

# Buttons are not translated in a static build of Quassel.

02/01/2009 03:08 PM - Datafreak

Status:	Resolved	Start date:	02/01/2009
Priority:	Normal	Due date:	
Assignee:	Sputnick	% Done:	100%
Category:	Quassel Client	Estimated time:	0.00 hour
Target version:	0.4.0		
Version:	0.3.1+	OS:	Any
Description			
If I build Quassel static on Windows, then the buttons are only in my Buildbox in German. On a PC without Qt are the buttons in English.			

The problem I have with my Quassel-Build and Phon's Quassel-Build. Could it be that the translation of Qt is not build in the static?

## **Associated revisions**

#### Revision 318483ddb3de556a4014cb2d5b5e6cd58b0718e2 - 02/12/2009 10:33 AM - Manuel Nickschas

Search for and include Qt translations in static builds

When building statically, this looks for Qt translations at build-time and embeds them in the binary. Thus, buttons and other standard elements should be translated even with no Qt installed on the target system.

Fixes #508.

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### History

## #1 - 02/03/2009 12:31 PM - Datafreak

http://doc.trolltech.com/4.4/i18n.html#use-tr-for-all-literal-text

### #2 - 02/12/2009 12:43 AM - Sputnick

- Status changed from New to Assigned
- Assignee set to Sputnick
- Target version set to 0.4.0
- OS set to Any

Need to copy Qt's translation files into our resource for a static build, as likely no Qt is installed on the target system.

## #3 - 02/12/2009 11:58 AM - Sputnick

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset <u>318483ddb3de556a4014cb2d5b5e6cd58b0718e2</u>.

### Files

BuildBox-with-Qt.png

WindowsBox-without-Qt.png