

Emulator - Emulator Issues #8442

Banner mirroring for right-to-left writing systems

04/07/2015 12:34 PM - Anonymous

Status: Fixed	% Done: 0%
Priority: Normal	
Assignee:	
Category: UI	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Bug	Easy: No
Milestone:	Relates to maintainability: No
Regression: No	Regression start:
Relates to usability: No	Fixed in:
Description	
Interface issue. Tested on 4.0-5973.	
While using Dolphin on a right-to-left OS (Windows 7 x64, default language - Hebrew) both the game banner and the system banner are flipped right-to-left as well as the entire interface.	
What did you expect to happen instead? The interface flipping is intended, I guess - but the banners shouldn't be flipped.	
http://i.imgur.com/2RGvpXI.jpg	
(On another note, half of the interface isn't translated properly or at all. I'm willing to help retranslating it, but that's another issue altogether)	

History

#1 - 04/07/2015 02:16 PM - JosJuice

- Status changed from New to Accepted
- Category set to ui

The "Controllers" icon and the flags in the game list shouldn't be flipped either, right?

#2 - 04/07/2015 02:19 PM - MayImilae

- Milestone set to Current

#3 - 04/07/2015 02:25 PM - Anonymous

@JosJuice Yeah, it seems like EVERY UI graphics is flipped when using a right-to-left language. Silly me for not noticing it.

#4 - 06/01/2015 09:53 PM - JMC4789

The one idea I had that we could do is to make flipped versions of every UI graphic, but then the game banners would still be flipped wrong. I'm really bad at figuring out WXWidgets stuff :(

#5 - 06/02/2015 04:17 AM - PEmu

Shouldn't something like this be done at the OS level? How do other applications handle right-to-left interfaces? Having to include 2x the number of UI assets sounds like a bit much.

#6 - 06/02/2015 07:08 AM - JosJuice

We can have a bit of code that mirrors the banners when they're loaded, if necessary. I don't know if the same is possible with the other images. This sounds too hacky to be a proper solution, though...

#7 - 06/02/2015 05:25 PM - Anonymous

I don't think the system language is directly related to it. My system language is set to English (everything is left-to-right), and I've tested 3 changes:

1. Setting Hebrew as UI language - Some UI elements are translated, graphics are flipped.
2. Setting "system language" as the UI language - UI is in English, graphics are flipped.
3. Using English as the UI language - UI is in English, graphics AREN'T flipped.

So it seems that the OS is sending Dolphin extra information regarding the alignment of UI elements, and the same data is included in the right-to-left language packs. It should be possible to separate the two, as Dolphin did in the second case.

Small note: deleted previous comment for some misleading information.

#8 - 06/06/2015 03:39 PM - Fog

This is not something that we can easily fix, it's an issue with wxWidgets itself with it's crappy RTL support.

This should probably be moved to Future milestone once the Qt UI is feature-complete.

#9 - 06/06/2015 03:44 PM - JosJuice

- Milestone deleted (Current)

#10 - 12/09/2018 04:37 PM - Billiard26

- Status changed from Accepted to Fixed

This shouldn't be an issue in Qt.

#11 - 12/09/2018 04:45 PM - JosJuice

Confirmed fixed in Qt. We don't actually enable RTL layout for RTL languages out of the box, though. I patched the source code to test RTL layout.