

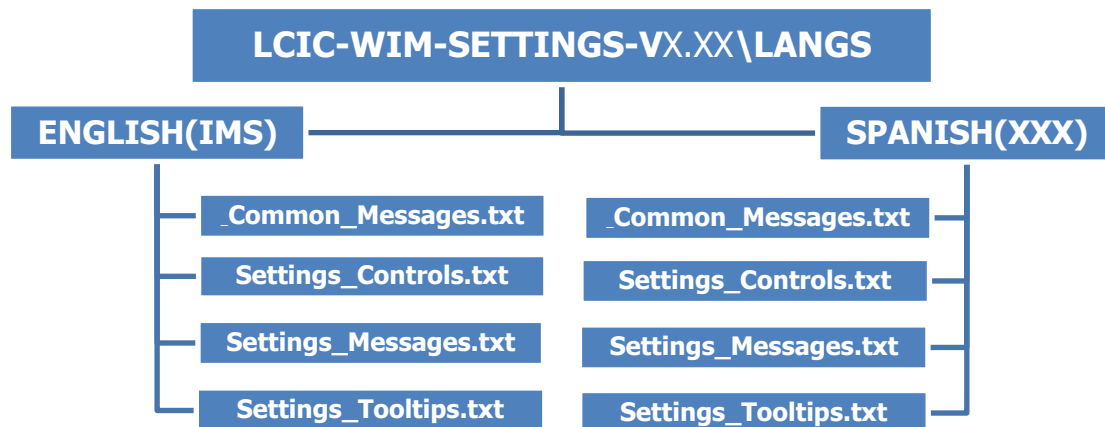
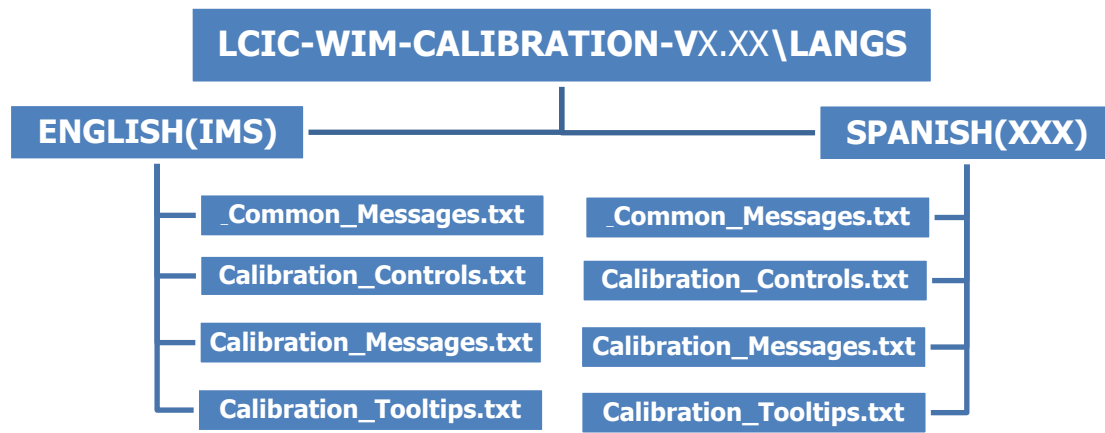
# **How to Switch Interface Language**

3-Nov-14

## **Introduction**

So far, the interface of IMS applications was only in English – not changeable by the user. Now LCIC-WIM-**CALIBRATION** V3.06 and LCIC-WIM-**SETTINGS** V2.35 applications support the '**multi language feature**' – changing interface's texts to others, defined by the user himself. So, the user may translate the texts (or part of them) to another language, or even *some* languages.

## **1. Folders, subfolders and files of the interface**



There are two folders:

#1. C:\IMS\LCIC-WIM-CALIBRATION-VX.XX\LANGS

(for example, C:\IMS\LCIC-WIM-CALIBRATION-V3.06\LANGS)

#2. C:\IMS\LCIC-WIM-SETTINGS-VX.XX\LANGS

(for example, C:\IMS\LCIC-WIM-SETTINGS-V2.35\LANGS)

***The diagrams above show the hierarchy of these two folders.***

As shown in the diagrams, under **each** of the two folders there are two subfolders:

\* ENGLISH(IMS)

\* SPANISH(XXX)

Each of these two subfolders contains 4 text files:

In folder #1 (both subfolders):

1. \_Common\_Messages.txt
2. Calibration\_Controls.txt
3. Calibration\_Messages.txt
4. Calibration\_Tooltips.txt

In folder #2 (both subfolders):

1. \_Common\_Messages.txt
2. Settings\_Controls.txt
3. Settings\_Messages.txt
4. Settings\_Tooltips.txt

(Note that the files under ENGLISH(IMS) and under SPANISH(XXX) have the same **names**, but their **contents** are different.)

## **2. What do the text files contain**

As you might expect, the text files in the ENGLISH(IMS) subfolder contain the original **English** texts, as formulated by IMS. The corresponding text files in the SPANISH(XXX) contain a **mold** for the **Spanish** (or another non-English) interface.

There are texts **not** included in the text files – for example, the error messages displayed in case of mistyped lines. These messages are always displayed in English, assuming that their recipient is the translator, who is familiar with English.

### **3. Producing a non-English interface**

The SPANISH(XXX) subfolder is a **mold** for a non-English interface. **Do not edit the files of SPANISH(XXX), nor rename the SPANISH(XXX) subfolder.** Instead, **copy** the whole SPANISH(XXX) subfolder as a new "brother" of ENGLISH(IMS) and SPANISH(XXX), and **rename** the **copied** subfolder to, say, SPANISH(Brazil) or FRENCH(Metropolitan) ("Brazil" or "Metropolitan" is the specific language dialect), or whatever. Edit the text files in your new subfolder (say, SPANISH(Brazil)). You may repeat the procedure having **two** (or more) non-English languages (for example, SPANISH(Brazil) **and** FRENCH(Metropolitan)). Note that the **name** of the subfolder – for example "ENGLISH(IMS)" – is used as the **language identifier** when you run the Calibration or Settings application (see section #5). Use the same procedure even if you want to 'translate' texts to 'another English' tailored to your own needs: **Do not edit the files of ENGLISH(IMS).** Instead, **copy** the whole ENGLISH(IMS) subfolder as a new "brother" of ENGLISH(IMS) and SPANISH(XXX), and **rename** the **copied** subfolder to, say, ENGLISH(My Company) – there you may edit the text files.

### **4. Translating the messages**

In the non-English subfolder (e.g. SPANISH(Brazil) or FRENCH(Metropolitan)), translate the messages in the text files according to the instructions in section 6. Note that the two \_Common\_Messages.txt files under folder #1 & folder #2 are the same (or almost the same), so most of the translations should be done manually only once, then the texts may copied to the \_Common\_Messages.txt file in the other folder.

## **5. Running the applications**

After translating the text files, run the application (Calibration or Settings) and type Ctrl/L. On the bottom-right or bottom-left corner there will appear a new small blue box indicating the current language by the two first letters of the **language identifier**, e.g., "EN" for ENGLISH(IMS) (see section #3). Click on the box, select (say) SPANISH(Brazil), close the application and run it again. That's it – now your interface is in SPANISH(Brazil). Please note that the interface languages in Calibration and in Settings are independent. That is, you may have, for example, Spanish in Calibration and English in Settings. If you like to have Spanish in both applications, apply the above sequence (with Ctrl/L) twice, that is, once for each application. Once you define an interface language, the application "remembers" your selection, so you don't have to define it again and again, unless you like to make a change.

## **6. Instructions how to Translate the texts**

### **Introduction**

The text files in your (say) SPANISH(Brazil) folder contain **source texts** whom you may translate. The source texts are the same as the original English texts, prefixed by '^'. For example, the original English text

**"Save to Library"**

(in the ENGLISH(IMS) folder) appears in your SPANISH(Brazil) folder as **"^Save to Library"**.

For each text, you may either **translate** it to (say) Spanish, or **accept** the English words by erasing the '^' prefix. That way, you may translate only **part** of the text – wherever you find it necessary – saving you unrequired work.

In order to make sure that you well-understand the rules, it is advisable to make the translation **gradually**. That is, translate only few texts, run the application and watch the results. That would avoid working in vain before being practiced enough.

### **6.1 Translatable Texts**

Your 'territory' is only the texts **within the quotation marks**, for example, the **^Save to Library** in:

```
Var(1)ChkSave2Library_Text = "^Save to Library"
```

Yet, in some places you'll see an XXXXX (or YYYYY etc.) field. Such a field is used for dynamic (=at run time) insertion of a variable field into the text. For example, this line in the text file:

```
Var(1)UnexpStopMsg4 = "* Error number: XXXXX."
```

may, at run time, produce the message:

```
"* Error number: 123."
```

It is acceptable and desirable to locate the XXXXX in another place in your translated sentence, in case it's necessary according to the syntax rules of the specific language you are translating to.

## 6.2 Valid Letters

In your translated text use only -

- \* English letters

or

- \* Letters in a language supported by your Windows according to your language definitions. However, make sure that your text is indeed displayed well and not as "gibberish".

## 6.3 Leaving the original English Text as a comment

For your convenience, you may (but not forced to) leave the source line as a **comment** in the text file in order to enable future reference if needed. Put an **apostrophe** in the beginning of the line, as demonstrated in Calibration\_Controls.txt: 'Save to Board' was translated to 'Gu. a Tarjeta', leaving the source line prefixed by an apostrophe:

```
' Var(1)btnNextSave2Board_Text = "^Save to Board"
```



You may use the "prefixing a line by an apostrophe" trick for any "comment line" you would like to write in the text file. (By "comment line" we mean a line that serves as an explanation for the translator, but has no effect on the application.)

## 6.4 Width Limitation

*There is a width limitation (in order to prevent a text from overflowing its space):*

The translated text **can't be wider** than the English text.

Note that "not wider" relates to text's **physical width** on the display, **not** to its number of characters! As the width of a character is variable (for example, 'w' is wider than 'i'), a text with less characters is not necessarily not wider. For example, 'w' might be wider than 'ii'. As the determination whether the translated text is wider than the English one is not straightforward, in case of doubt prefer a shorter translation option, or test how a specific translated text looks on your display.

- \* For example, in the sample translation in Calibration\_Controls.txt "Save to Board" was translated to "Gu. a Tarjeta", **not** to "Guarda a Tarjeta".

("Gu. a Tarjeta" is just an example; someone may prefer another abbreviation. It's OK, provided that it still conforms the width limitation.)

That way, the translated text is not wider than the original English text.

- \* The width limitation just means that the application was not tested with texts wider than the English ones! It is possible that somewhat wider text will still fit its space. So, where necessary, it might be worth-while to try use text although it is wider than the English one.

- \* The width limitation is relevant only in:

- \* File \_Common\_Messages.txt :

For the lines whose 'text ID' (in line's beginning) starts with

**LbL, LBL, Chk, chk** or **btn**, as in:

Var(1)PS\_**btn**Start\_Text = "^Start"

- \* File Calibration\_Controls.txt (all lines).
  - \* File Settings\_Controls.txt (all lines).

**In the other cases you don't have to worry about that limitation.**



## 6.5 Examples of correct translated lines

Source line

```
Var(1)ChkSave2Library_Text = "^Save to Library"
```

Correct example #1

```
Var(1)ChkSave2Library_Text = "Gu. a Tarjeta"
```

Correct example #2

```
Var(1)ChkSave2Library_Text = "Guarda!"
```

Correct example #3

```
Var(1)ChkSave2Library_Text = "!!!"
```

## 6.6 Examples of wrong translated lines

### Source line

```
Var(1)ChkSave2Library_Text = "^Save to Library"
```

(It is again the same source line as in the correct examples.)

### Wrong example #1

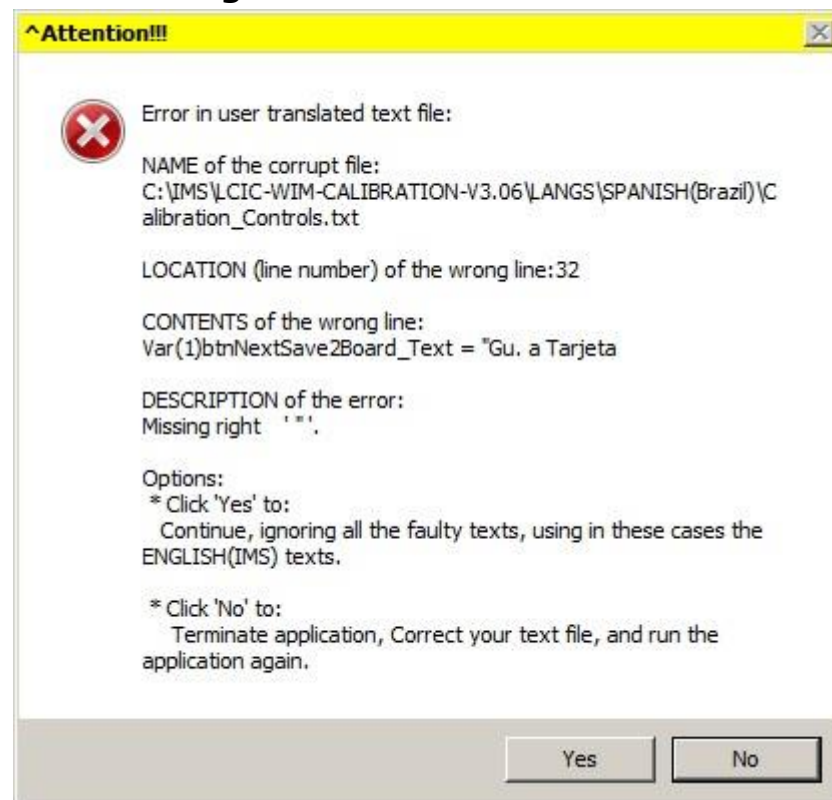
#### **Mistyped line:**

```
Var(1)ChkSave2Library_Text = "Gu. a Tarjeta"
```



(The red arrow (above) shows error's location.)

#### **Error message:**



**Explanation:**

The error message specifies:

1. The **name** of the corrupt file (including its path, so you can locate it).
2. **Location (line #)** of the wrong line – again, lets you find the location easily.

3. **Contents** of the wrong line.

Sometimes at a glance you'll recognize what's wrong. However, the application gives you problem's description:

4. **Description** of the error.

In this example the error description is **Missing right ' " '.**

Indeed, what's wrong in the mistyped line is that the right quotation mark of the source line:

Var(1)ChkSave2Library\_Text = "^Save to Library"

was erased.

**Here are some more error descriptions of other mistyped lines of the same source line:**

```
Var(1)ChkSave2Library_Text = "^Save to Library"
```

Wrong example #2

**Mistyped line:**

```
Var(1)ChkSave2Library_Text = Gu. a Tarjeta"
```



**Description of the error:**

Missing left ' " '.

Wrong example #3

**Mistyped line:**

```
Var(1)ChkSave2Library_Text "Gu. a Tarjeta"
```



**Description of the error:**

Missing '='.

Wrong example #4

**Mistyped line:**

```
Var(1)ChkSave2Library_ = "Gu. a Tarjeta"
```



**Description of the error:**

Var(1)ChkSave2Library\_ is unexpected text ID (expected: Var(1)ChkSave2Library\_Text).

### Wrong example #5

#### **Mistyped line:**

```
Var()ChkSave2Library_Text = "Gu. a Tarjeta"
```



#### **Description of the error:**

Missing prefix Var(1) in the beginning of the line.