Language Manager

This chapter covers the following topics:

- About the Language Manager

- Invoking the Language Manager

- Defining a New Language
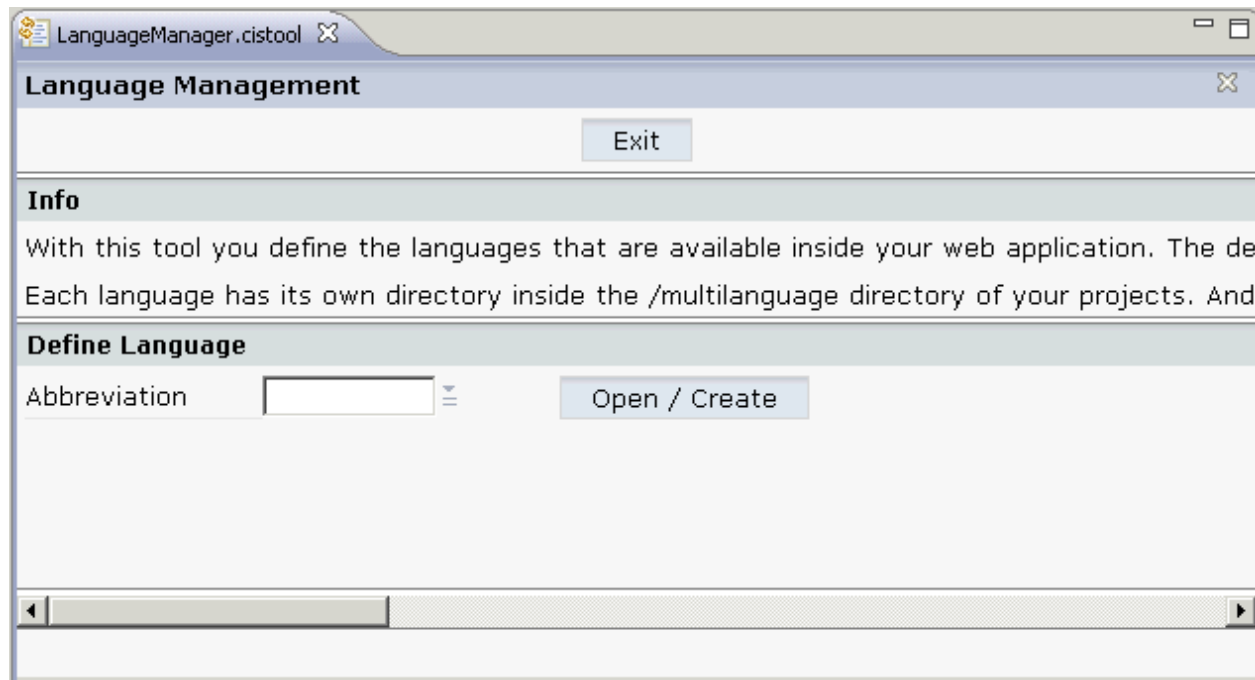
- Opening an Existing Language

About the Language Manager

Two languages are supported by default: "en" for English and "de" for German. The Language Manager can be used to define additional languages.

The concept of the multi language management is described in *Multi Language Management*. It is recommended that you read this information before you proceed with the information below.

Invoking the Language Manager

When you invoke the Language Manager, the following dialog appears.

▶ **To invoke the Language Manager**

1. In the **Navigator** view, select the project for which you want to invoke the Language Manager.

2. Invoke the context menu and from the **Ajax Developer** menu, choose **Language Manager**.

Defining a New Language

When you define a new language, the required directories and certain files holding textual information will automatically be created in all existing projects.

▶ **To define a new language**

1. In the text box of the **Abbreviation** drop-down list box, enter the abbreviation for your new language.

2. Choose the **Open / Create** button.

   The following information is shown.

Translate the literals and message texts listed below and press "Save" afterwards.

| Literals | Messages |

Date Input		Today	
Time Input		Hour	
Text Input		Minute	
Number Input		Second	
OK		File Upload	
		Upload	
January		Mo	
February		Tu	
March		We	
April		Th	
May		Fri	
June		Sa	
July		Su	
August		Ctrl	
September		Alt	
October		Shift	
November			
December		No match for	

3. Translate all literals that are shown on the **Literals** tab.

4. Choose the **Messages** tab.

Translate the literals and message texts listed below and press "Save" afterwards.

Literals | Messages

FIELD Validation

The field you just input does not contain a valid value.\n\n\nDo you want to skip your inp

The field you just input does not contain a valid value.\nHint for input: REPLACE.\n\n\nDo

The page contains one or several fields\n in which you did not input a correct value. \n\n

DATEINPUT Control

The date you just input is not valid. It is before REPLACE.\n\n\nDo you want to skip your

The date you just input is not valid. It is after REPLACE.\n\n\nDo you want to skip your ir

5. Translate all strings that are shown on the **Messages** tab.

   Each "\n" in a string stands for a line break.

   "REPLACE" is a placeholder for a variable. It must not be deleted. During runtime, the corresponding value will be used. Example:

   Language 1:   \nHint for input: REPLACE.\n\n\n

   Language 2:   \nHinweis für die Eingabe: REPLACE\n\n\n

6. Choose the **Save Language** button at the bottom of the dialog.

   The directories and files for the specified language abbreviation are created. A message appears in the status bar of the Language Manager.

   If you want to find out which directories and files were created, click the message in the status bar.

Opening an Existing Language

You can modify the text for literals and messages that you have specified when you have defined a new language (see above).

▶ **To open an existing language**

1. In the text box of the **Abbreviation** drop-down list box, enter the abbreviation of an existing language.

2. Choose the **Open / Create** button.

   A dialog appears showing the currently defined texts for the literals and messages.

3. Edit the required texts on the **Literals** and/or **Messages** tab.

4. Choose the **Save Language** button at the bottom of the dialog.

   The texts are written to the files which have been created for the specified language abbreviation. A message appears in the status bar of the Language Manager.

   If you want to find out which files were affected, click the message in the status bar to display a dialog.