Language Manager

Application Designer comes with two languages: "en" for English and "de" for German. The Language Manager can be used to define additional languages.

This chapter covers the following topics:

- Invoking the Language Manager

- Defining a New Language

- Opening an Existing Language

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.
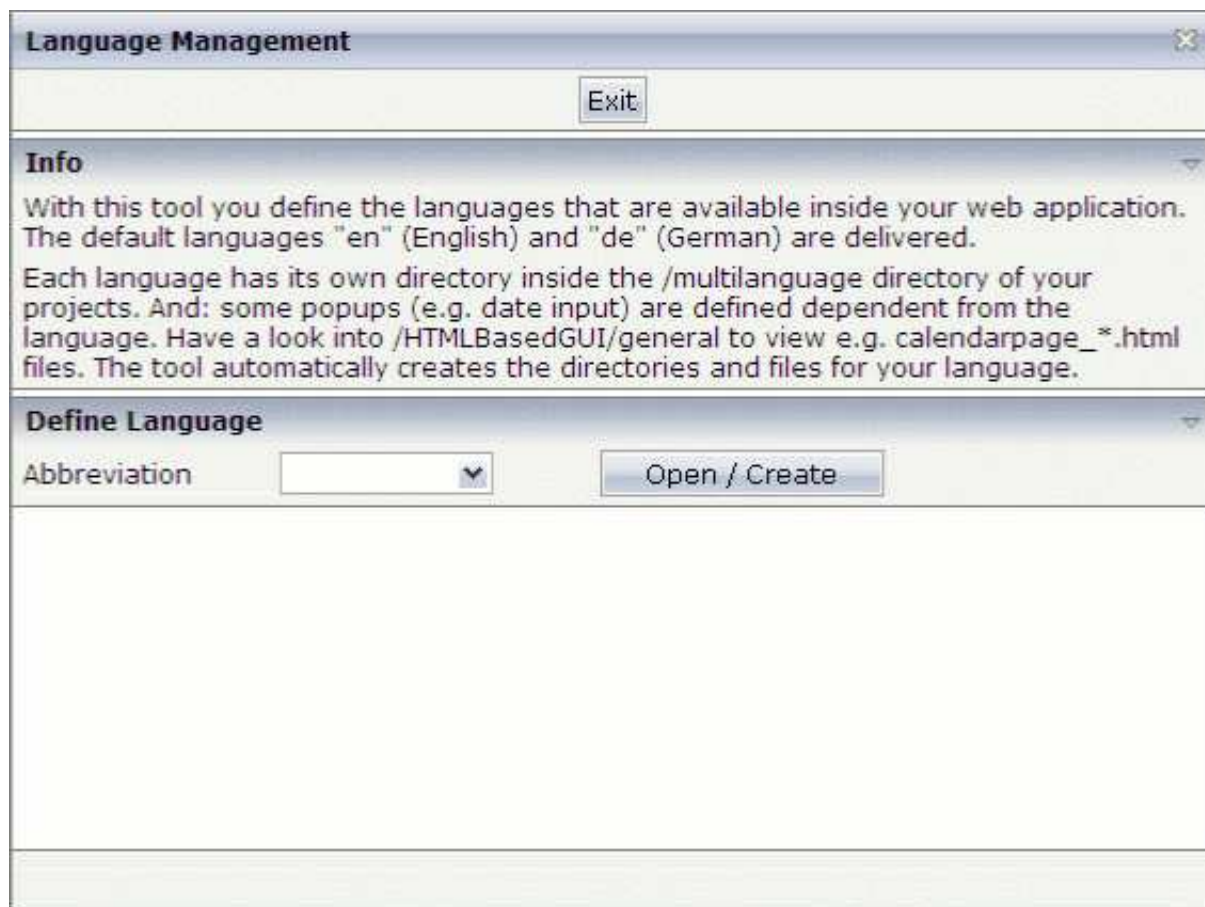
▶ **To invoke the Language Manager**

- In the **Development Tools** node of the navigation frame (which is visible when the **Tools & Documentation** button has previously been chosen), 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 dialog appears. The language abbreviation that you have specified is shown at the top of the dialog.

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

4. Choose the **Messages** tab.

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.

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

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

    A dialog appears. Example:

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.

    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.

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