

# Multi Language Management

The multi language management is responsible for changing the text IDs into strings that are presented to the user.

There are two translation aspects:

- All literals in the GUI definitions of a layout are replaced by strings which are language-specific.
- Literals you output within your adapter code (e.g. status messages) must be translated.

The multi language management is internally kept cleanly behind an internal interface. This means that in the future a different implementation will be available to provide a solution to find a string for a given text ID. In this documentation, the default implementation which simply uses comma separated value files is described.

The information provided in this documentation is organized under the following headings:

- Writing Multi Language Layouts
- Creating the Translation File
- Defining the Language at Runtime
- Dealing with Literals inside Your Adapter
- Tools for Translating Text IDs
- Tool for Creating Languages
- Unicode
- Interface IMLManager