



Using the MultiLogger Language Manager Software Application Note #18 Revision 11-2008

Overview

Included with MultiLogger v4.x and higher is a new **Language Manager** program for modifying/updating the language resource files that are included with the software that is part of our MultiLogger and MultiLoggerDB software packages. This represents a dramatic improvement over previous versions of our software where languages were supported by compiling resource files that were derived from a list of strings to be translated. The new system also allows you to modify form sizes and control positions to accommodate translations that require more space compared to the original English. Changes can be made and immediately tested and verified without a separate compile step that we previously were required to perform.

Note: When making changes to the installed Project and resource files please forward these files to Canary Systems so they can be included in future releases of the software.

At present **Russian**, **German** and **Italian** translations are supported. Please see the last section of this Application Note for information on adding other languages.

Software Installation

The **Language Manager** software installer is available from the software downloads area of our website, or use the following link to directly download the installer.

<http://www.canarysystems.com/downloads/lmsetup.exe>

Double-click the setup file to run the installer. Note: If running on WinXP the Open File – Security Warning form will display – Click **Run** to allow running the installer.

The **Welcome to Language Manager Setup Wizard** form will display.

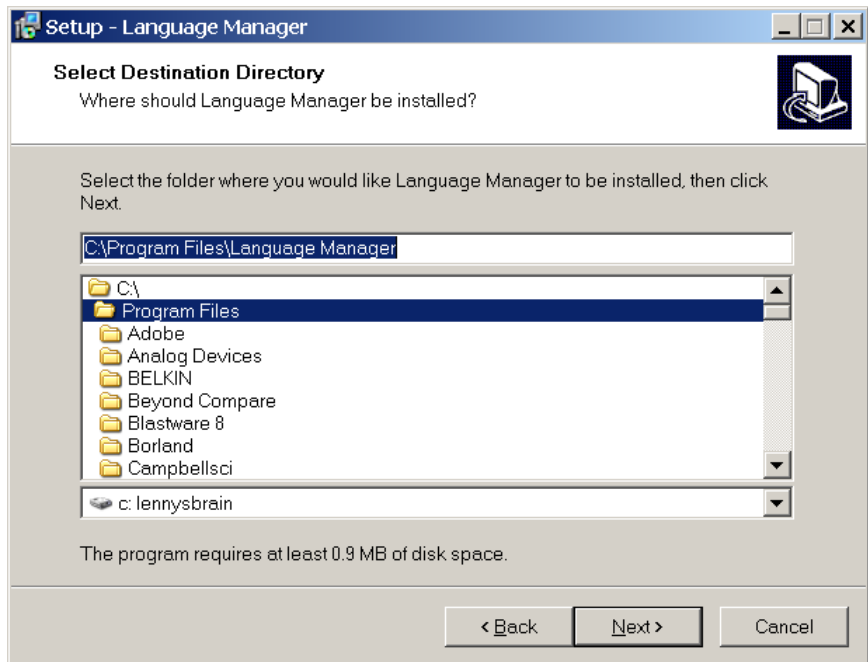
Click **Next** to continue.



The **Select Destination Directory** form will display.

Generally the default path should be used.

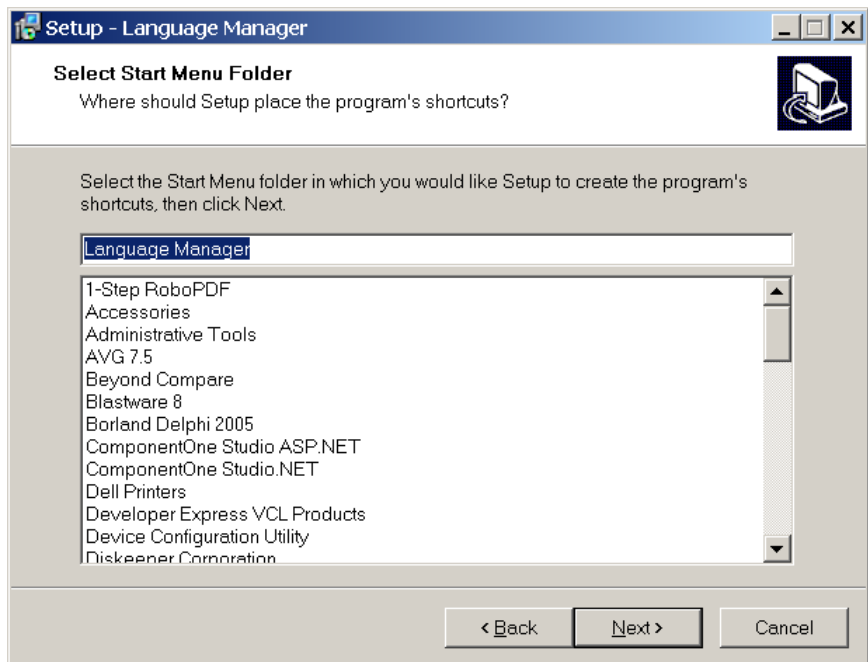
Click **Next** to continue.



The **Select Start Menu Folder** form will display.

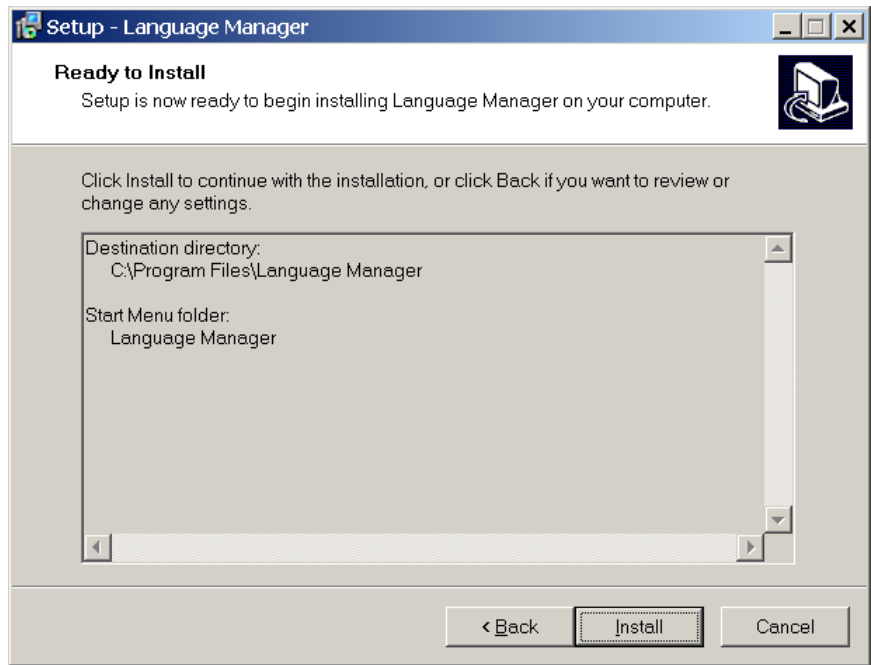
Generally the default Start Menu folder name should be used.

Click **Next** to continue.



The **Ready to Install** form will display summarizing your installation choices.

If they look correct click **Install** to install the Language Manager application.

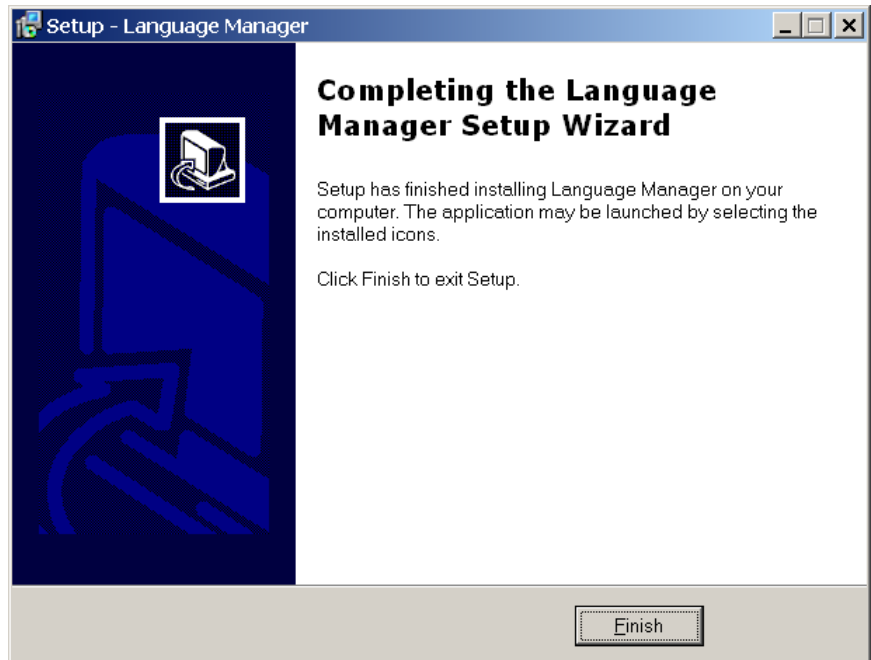


If the installation completes successfully the **Completing the Language Manager Setup Wizard** form will display.

Click **Finish** to complete the installation.

You should now have a **Language Manager** group in your Programs group.

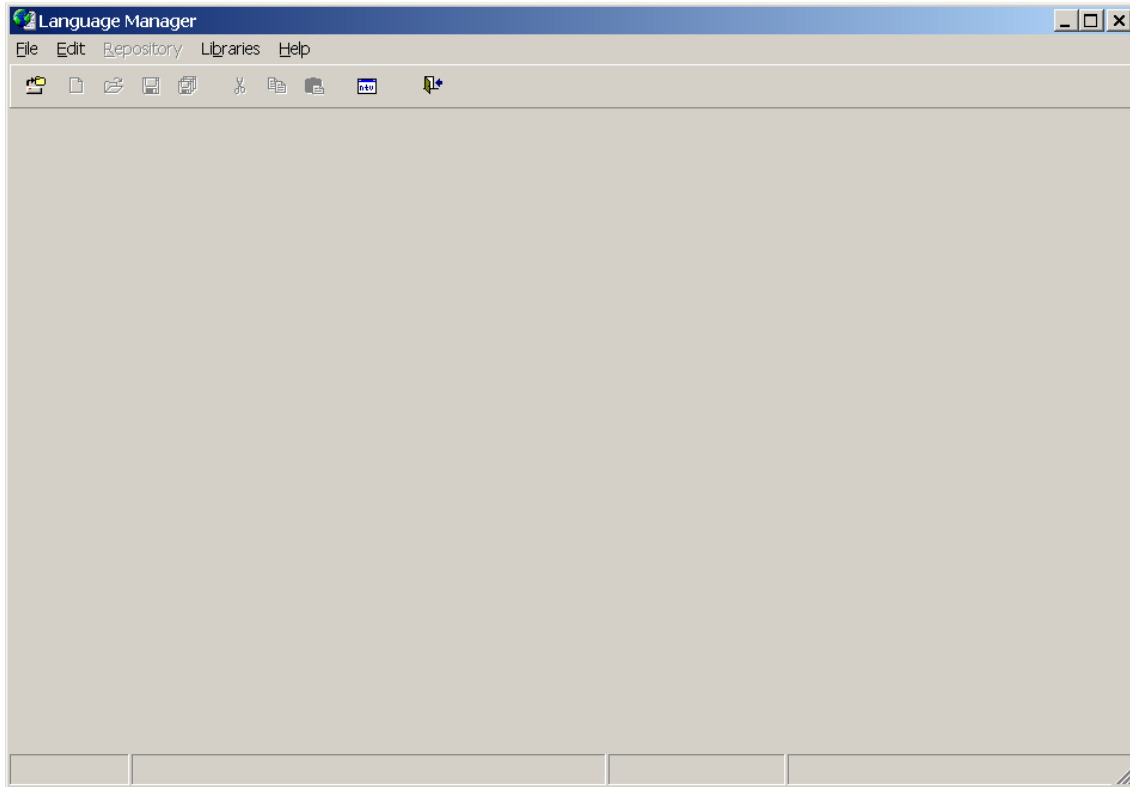
The following section will detail how to use the Language Manager software to manage the translations of the various MultiLogger applications.




Using Language Manager

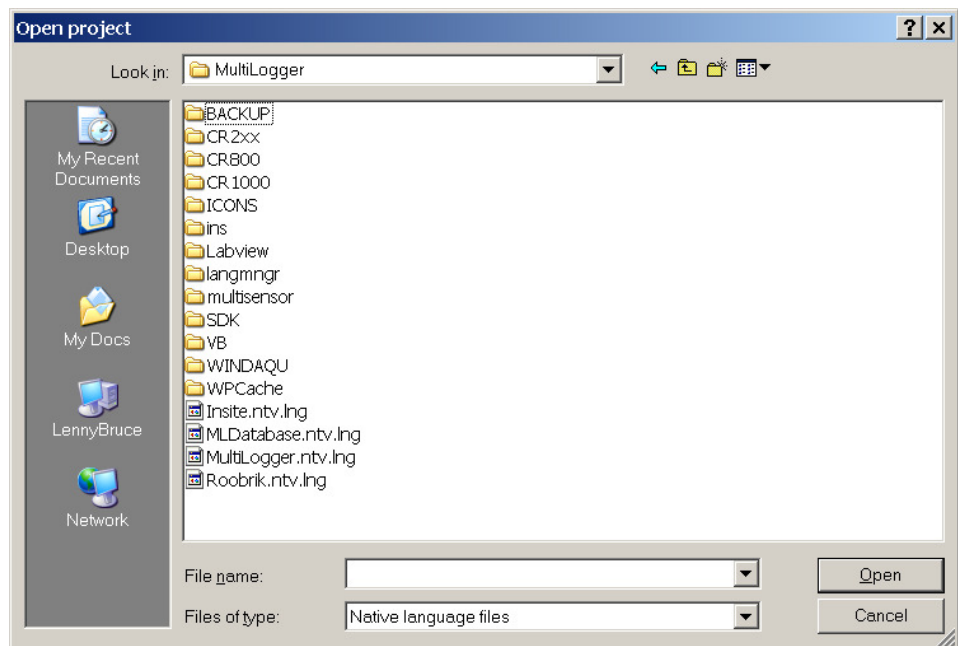
Start the Language Manager by double-clicking on the Language Manager entry in the installed group. There is also a help file in the Language Manager group that can be used for reference regarding the program features.

When first starting Language Manager no project is shown loaded.



Select the menu item **File | Open Project** to open a language project. Alternately use the  button shown on the Language Manager toolbar.

This opens the **Open Project** dialog. Browse to your MultiLogger folder (usually **Program Files\MultiLogger**) to locate the MultiLogger projects, as shown in the dialog at right.



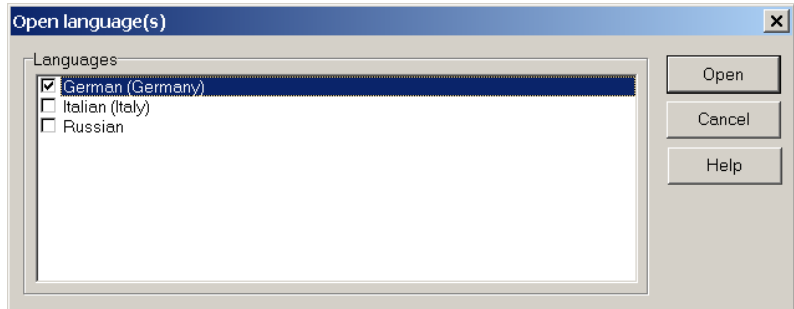
A **Project File** contains the translations for all the languages of the application. As can be seen from the dialog there is presently language support for 4 of the applications included with MultiLogger; the **MultiLogger** main application, the data processing software **Roobrik**, the client data access software **Insite** and the MLDBConsole (shown as **MLDatabase**).

Select the **Project File** you wish to modify and then click Open.

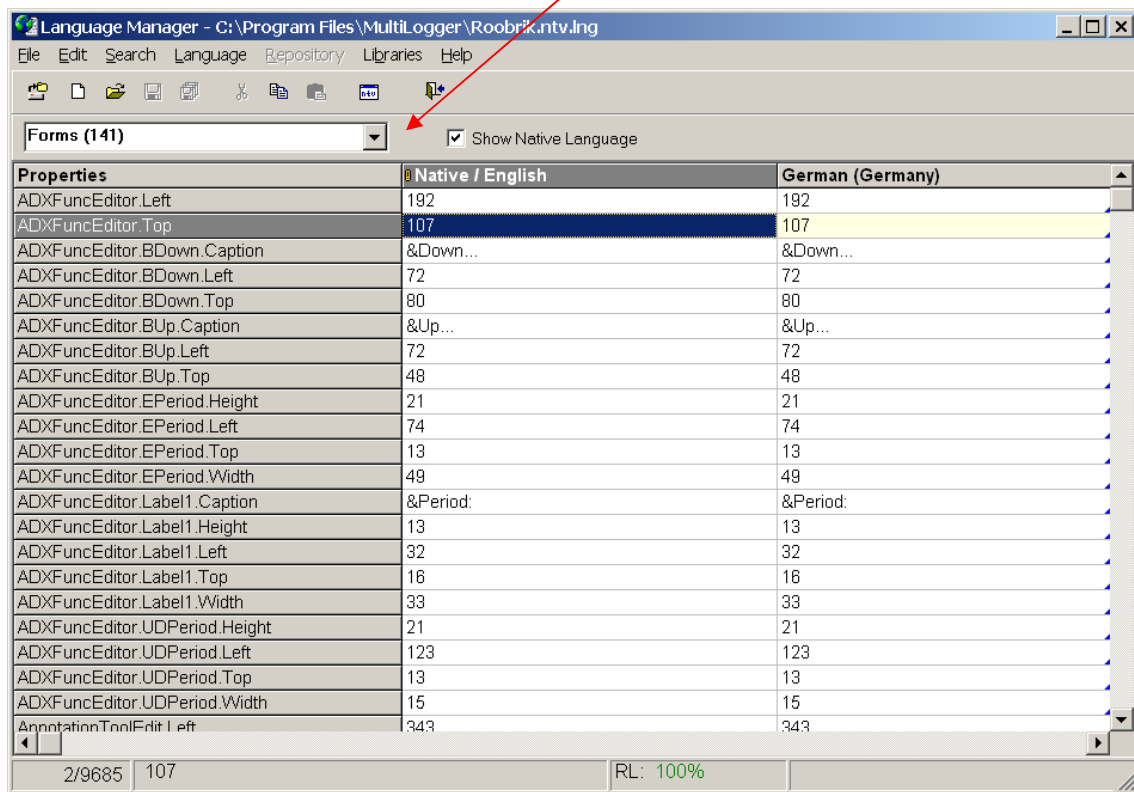
When first loading a Project File you will be prompted to select which language you wish to edit.

In this example we'll select German.

With **German** selected click **Open** to open the language.



The **Language Manager** will load the selected language from the project. When first loading a project the Forms view is shown. This is selected using the drop-down list shown in the upper left.



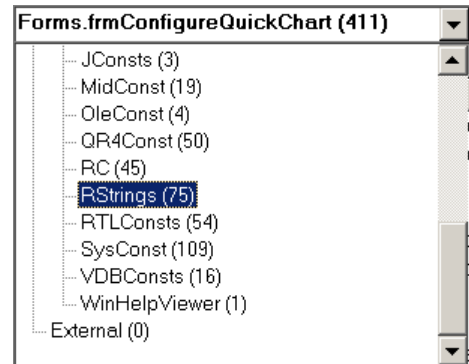
Understand there are 2 sources for strings and controls that must be translated, those that come from **Forms** (captions, list selections, hints, etc.) and those that come from **Units** (messages that are shown to you as a result of status updates or errors).

Further the Language Manager organizes these 2 groups according to the specific Forms or Units that comprise the software.

When selecting the general group (as occurs when first loading a project) you'll see a display of ALL the strings and settings specific to the Forms which comprise the project. You'll want to narrow the list of displayed translation items to the **Form** or **Unit** you wish to modify. Additionally many of the Forms and Units don't necessarily need to be translated, for example you'll see forms specific to certain chart types that you may not actually be using. **You don't need to translate these.** The MultiLogger forms tend to have "frm" as the prefix although this is not strictly true.

Regarding the Units list, note the **RStrings** entry as shown in the example list at right. This **RStrings** Unit comprises the primary message strings that should be translated. These are messages that are commonly presented to the user in the course of using the software. Other **Units** describe various system messages that will not often be shown in the course of using the software.

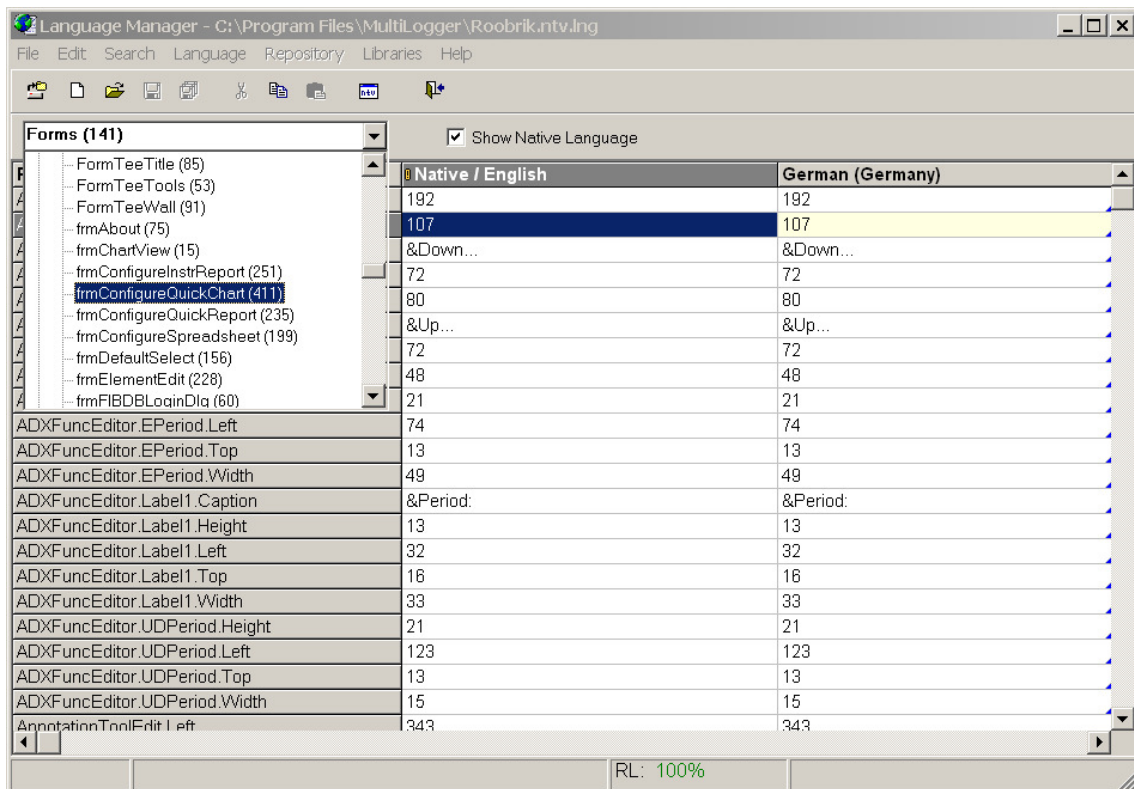
Contact Canary Systems if you have questions regarding a specific **Form** or **Unit**.



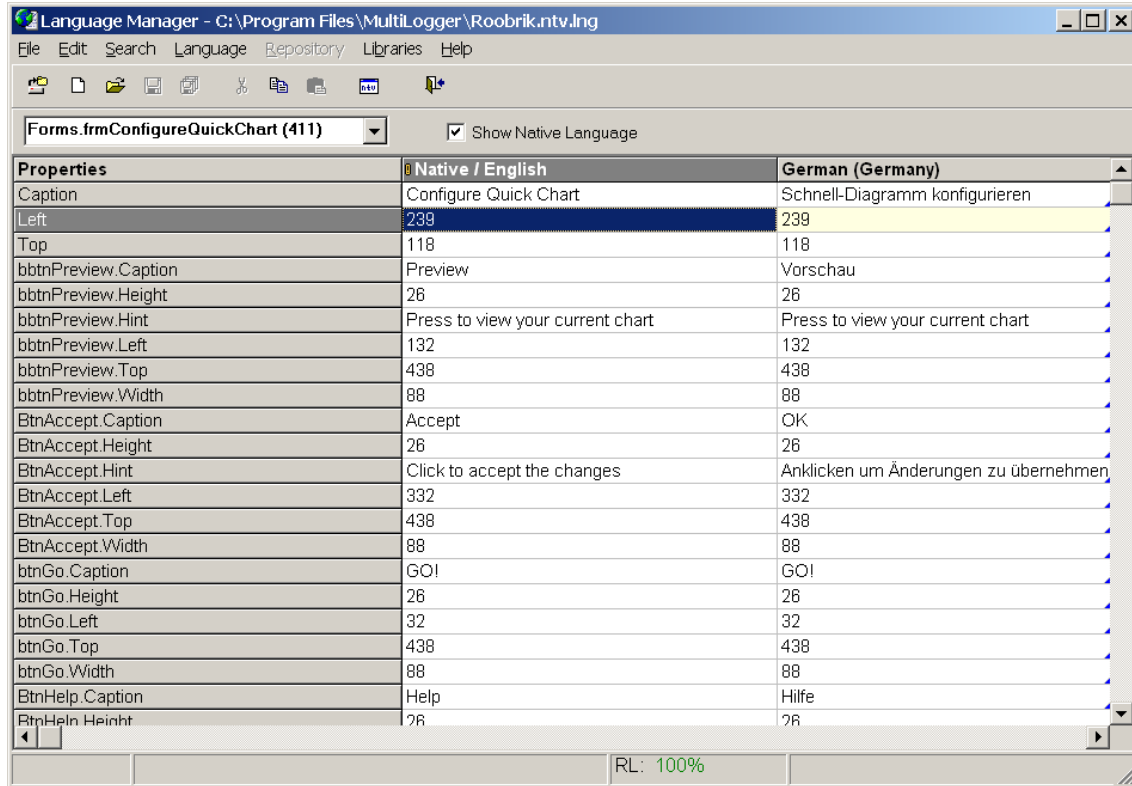
Hint: Spend some time getting familiar with all the various components to the **Forms** and **Units** groups.

For example, consider modifying the translation for the **Configure Quick Chart** form of Roobrik.

Select from the drop-down list the **frmConfigureQuickChart** form.



Double-click to update the columns shown at right with the strings and positions specific to that form.



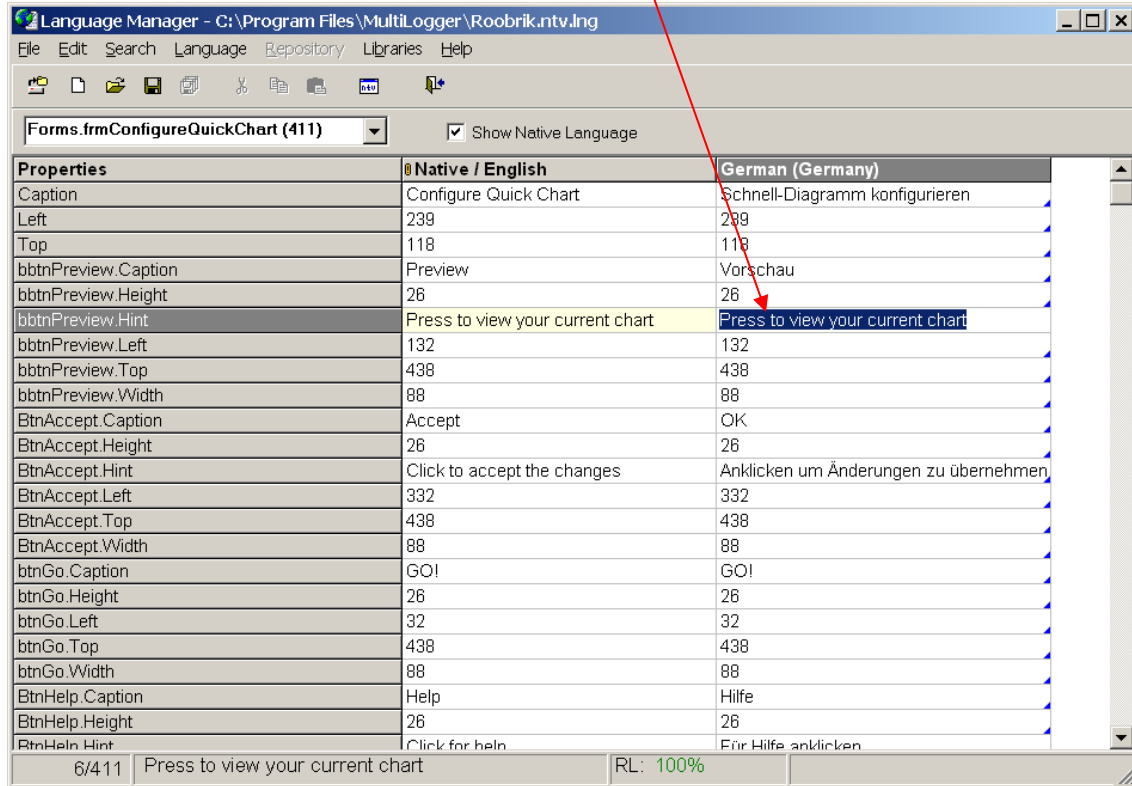
Note the component name in the Properties column shown to the left. This is followed by the **Native Language** column, or column of original text and position/size information. This column can be hidden by un-checking **Show Native Column**. The next column (or columns depending on how many languages you chose to show) is the translation column. This is the column where you enter your changes specific to your translation.

Items that can be translated include not only the text but also the size and placement of the controls specific to the text. This allows moving/re-sizing controls due to expanded text that is often required to make a translation. Use the **Properties** column to understand what specific text refers to.

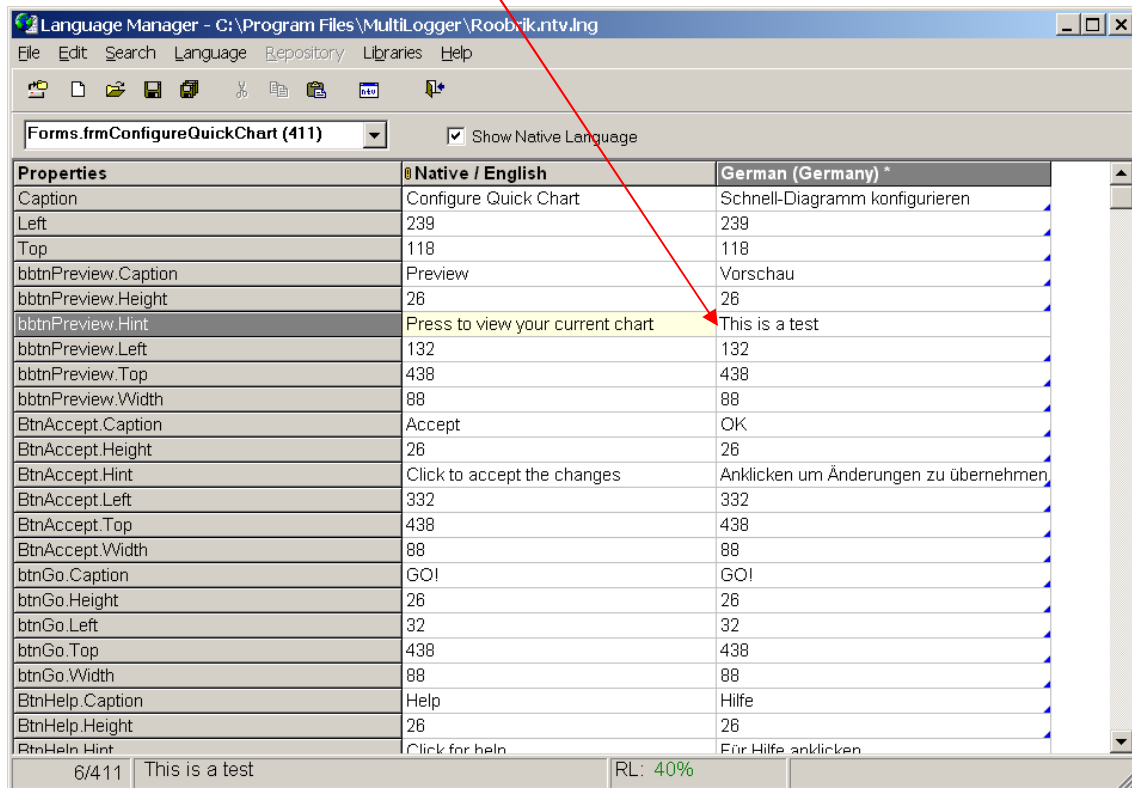
Hint: Spend some time getting familiar with all the various items of the **Properties** column.

To modify a translation item simply click on the edit in the translation column.

For example, click on the edit for **bbtnPreview.Hint** property.



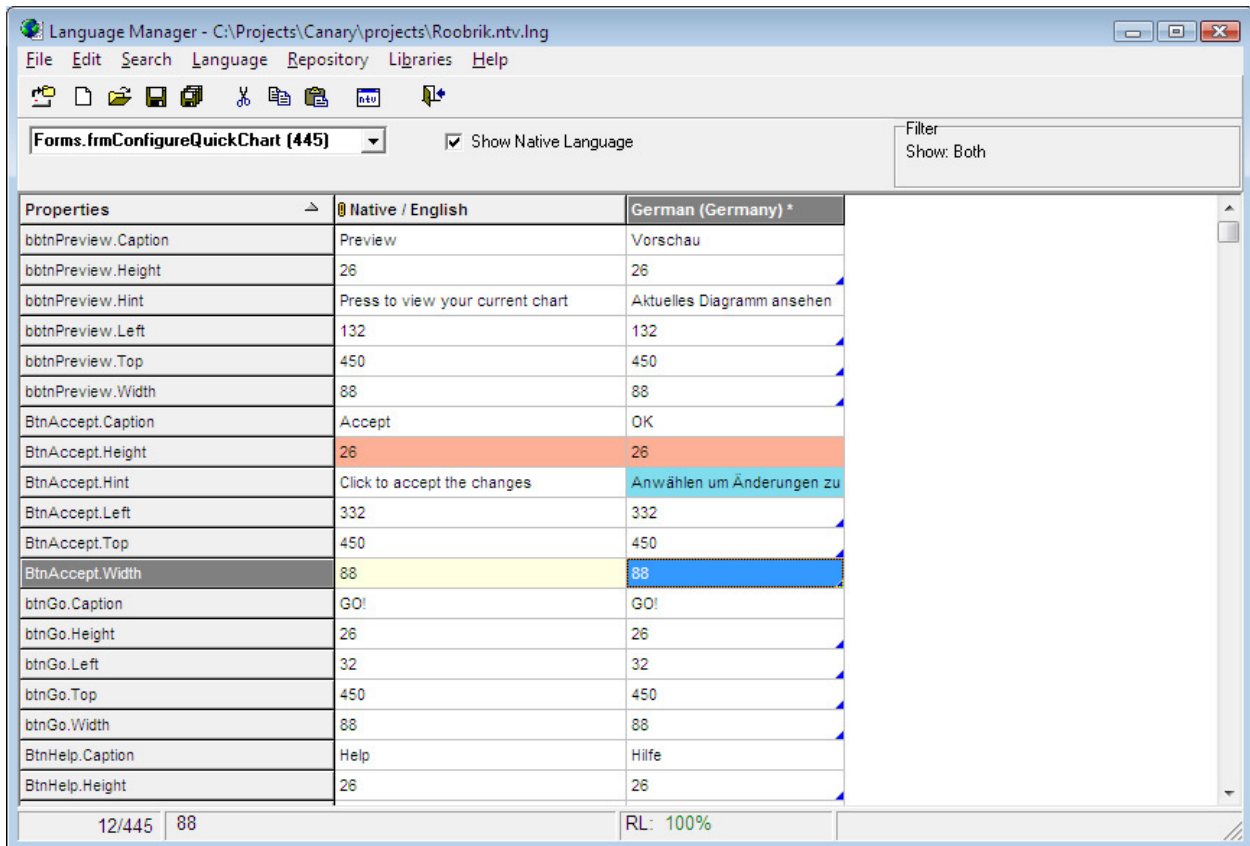
Type in the updated translation for that item.



After you are satisfied with translations, select all translated resources, which have white background, right click and click on Is Verified menu item. The background for selected resources should turn blue.

Note: Marking translated resources Verified is very helpful, because whenever updated version of the software is received and translation needs to be updated, all unchanged resources will stay blue, and all changed or new resources will be white, so it will be clearly visible what needs to be updated.

Note: Some resources might have red background; this means that they are untranslatable and should not be translated.



Once all changes are complete use the menu item **File | Save Language** to save your changes to the Project File.

Once all the Project File modifications are complete then use the menu item **File | Synchronize DLLs** to update the resource files used to support the translation. If this menu item is disabled, click on **File | Select PE File...** and open executable, for which resources are getting translated. After that **File | Synchronize DLLs** should be enabled. Resource files are found in the application folder with the application name and an extension that matches the language, e.g. **roobrik.deu** for the resources required to deploy the German translation of Roobrik. During runtime the language strings and other settings are retrieved from the resource files, not from the Project File.

Hint: The application CANNOT BE RUNNING when running the **Synchronize DLLs** function.

You can now run the application and test the modified translation. Update the settings as needed and save and re-run Synchronize DLLs.

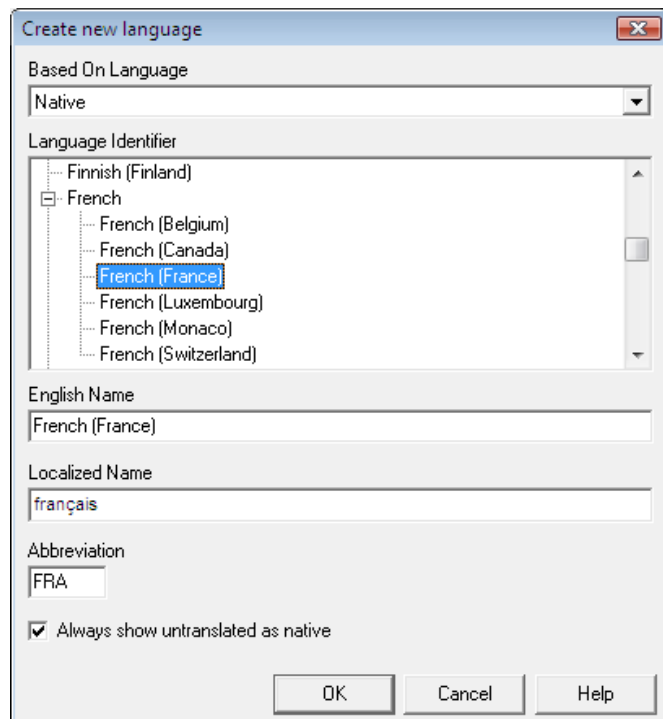
Note: Once you are satisfied with the translation please email us the updated Project File and resource files. The Project Files have the extension .lng while the resource files have an extension which matches the language. For example the German Project File for Roobrik is Roobrik.DEU.lng and the matching resource file is Roobrik.DEU - please forward both of these files.

Creating New Languages

New languages can be added to the application by using the **File | Create New Language** menu item. The **Create new language** form will display where you can select the language to add.

Note the **Abbreviation** edit, this will describe the file extension for the .lng file and the language resource file. Select the desired language and click OK. An additional column will display show to the right of existing columns. Languages can be imported from other language files as well by using the **File | Import From | Language File** to allow creating language files that are similar, e.g. the various French languages.

Note: To build the language resource file for a new language you will need to use the menu item **File | Create DLL** once the translation is complete and the Project File is saved. If this menu item is disabled, click on **File | Select PE File...** and open executable, for which resources are getting translated. After that **File | Create DLL** should be enabled. Once the resource file is created you can use the **File | Synchronize DLLs** option for future updates.



Consult the **Language Manager** help file for additional information on using the software.