

# User Manual

## Language Manager



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## Revision History

Version	Date	Name	Change
1.0	2013-10-28	Peter Arnesson	First release
2.0	2017-04-20	Peter Arnesson Gyld	GUI changes

### 1. Introduction

Language Manager (LM) is an application which creates xml-files used for dynamic implementation of different languages in third party applications. First of all a source file named "*english.xml*" has to be created. The structure in the source file will then be copied to all other random languages that need to be created. When the source file has been created, LM can be used as a tool to translate the English text into another language.

The third party application needs to have support for this kind of functionality. It needs to have methods that can read alias tags from the created xml-files and a possibility to change language settings in the GUI as well.

#### 1.1 Scope

The scope of this document comprises a description of functions in LM and how to create a source file (*english.xml*) and the contents of it. It will also describe how to generate the random xml-files used for other languages.

### 2. Download software

The software can be downloaded from <http://softwareconsulting.se/downloads.html> and LM will do a check every time the program is started to check if a newer version has been released. If a new version has been release it will update LM automatically.

### 3. Main functions and interfaces

Figure 2-1 shows the LM main dialog. To be able to use the application the user needs a license. The license is added to the file *UserAccessFile.dat* located in:

C:\Users\YourUsername\AppData\Roaming\LanguageManager

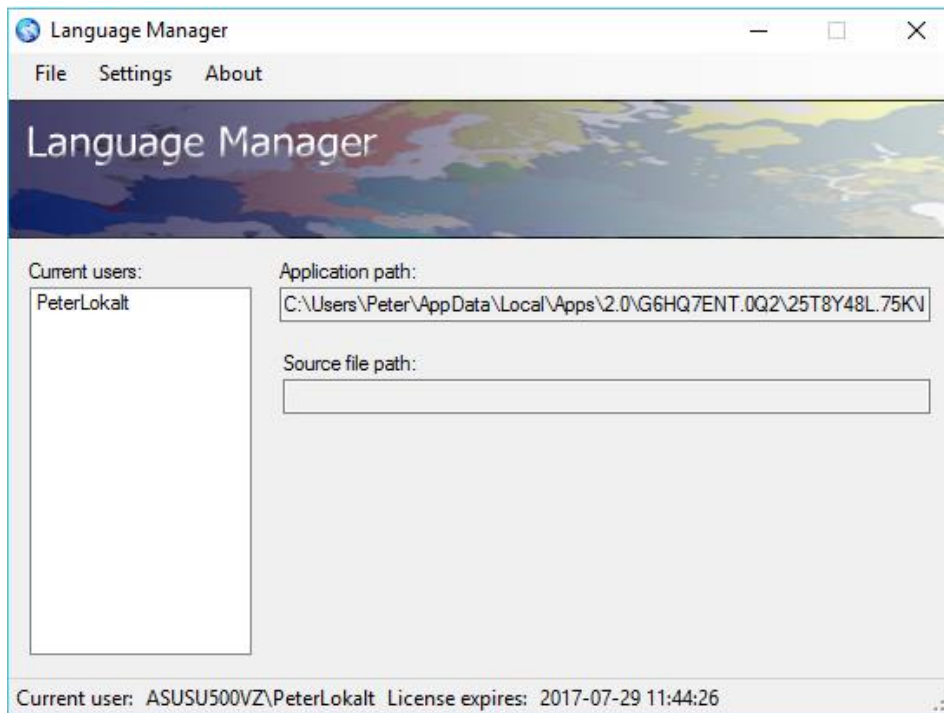


Fig. 2-1

### 3.1 Create or add alias to source file (english.xml)

In the menu click "File" and "Create source file..." to create, add or delete alias to/from the source file. See figure 2.1-1.

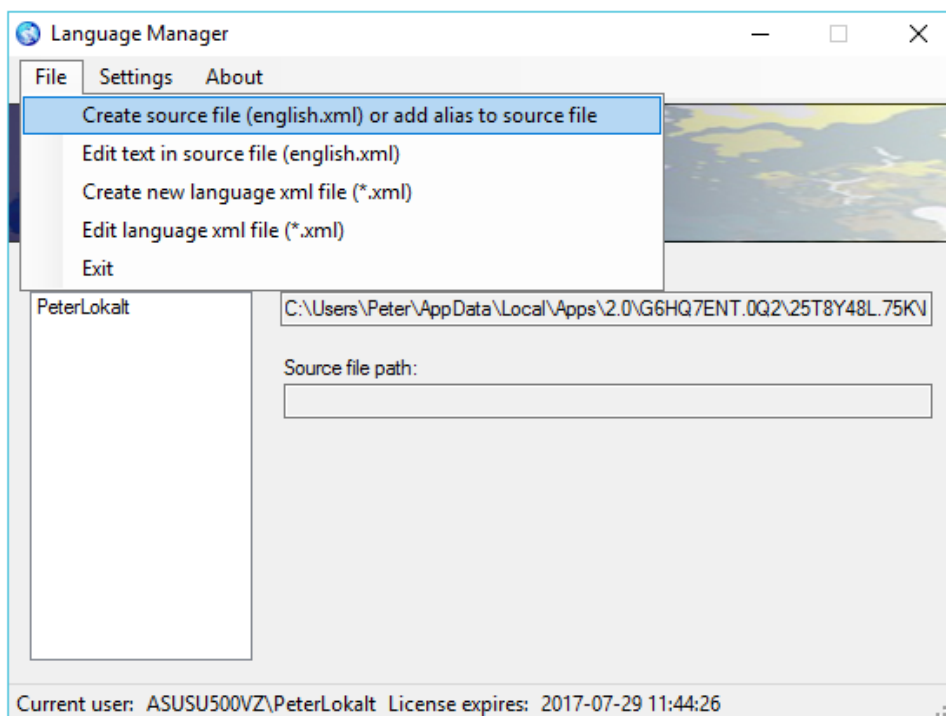


Figure 2.1-1

If the source file doesn't exist an optional directory combined with the mandatory filename "english.xml" has to be entered in the text field "*Path to source file*". The english.xml file will be created along with the first entered alias by clicking the button "*Add alias*".

If the source file already exists it is possible to open it by clicking the button "*Browse*". See figure 2.1-2

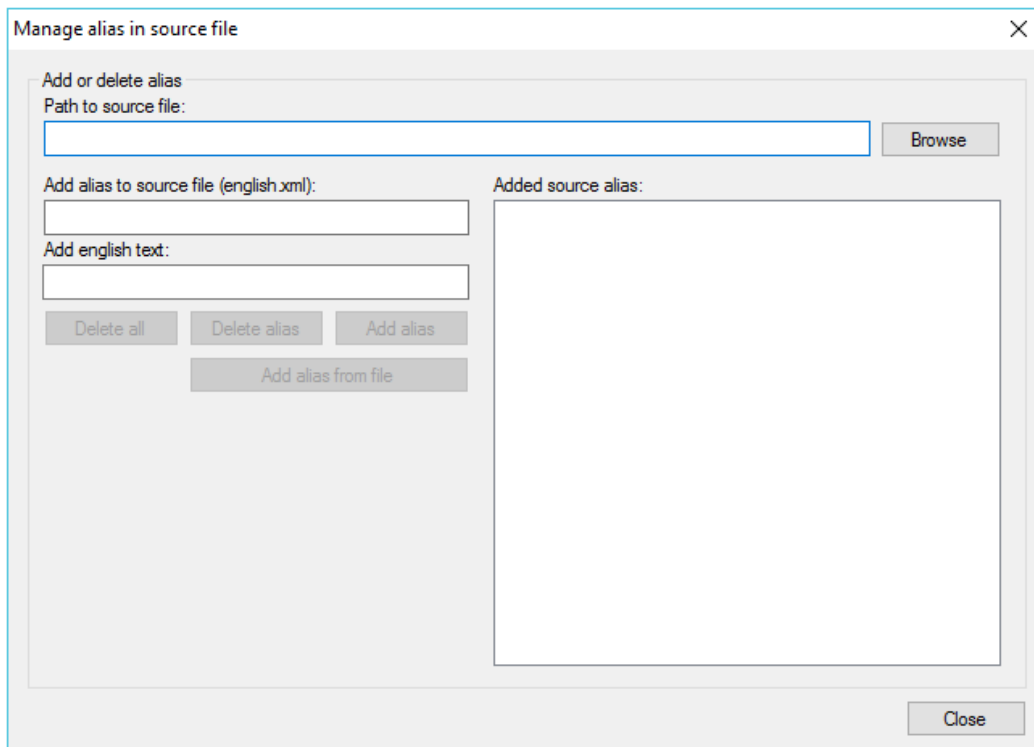


Figure 2.1-2

### 3.1.1 **Add alias**

Alias is recommended to be as descriptive as possible. It is even possible to enter the English text as alias which will make it easy and fast to enter the xml-lines to the file. Finish the procedure by clicking "*Add alias*". The created alias will be shown in the pane to the right.

### 3.1.2 **Delete alias**

Delete alias by selecting wanted alias in the pane to the right. The "*Delete alias*" button will be enabled. Clicking "*Delete alias*" will delete the alias immediately without any confirmation dialog.

### 3.1.3 **Delete all**

Select any alias in the pane to the right to enable "*Delete all*" button. A dialog will be shown asking the user to confirm the action. All aliases will be deleted in the file but the file "english.xml" will not be deleted.

### 3.1.4 Add alias from file

It is possible to add alias from a file if several aliases are wanted to be added at the same time. The file needs to have the same structure as the source file (english.xml).

### 3.2 Edit text in source file (english.xml)

In the menu click “File” and “Edit text in source file (english.xml)” to edit the text in the source file. See figure 2.2-1.

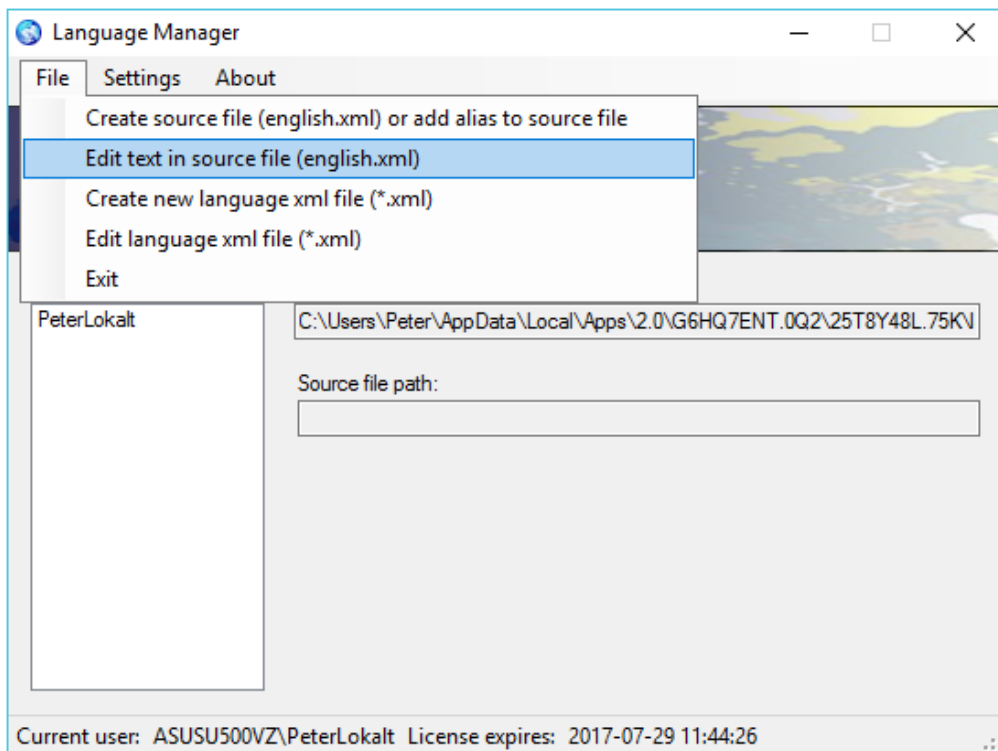


Figure 2.2-1

Open the source file by clicking the “*Browse*” button. See figure 2.2-2

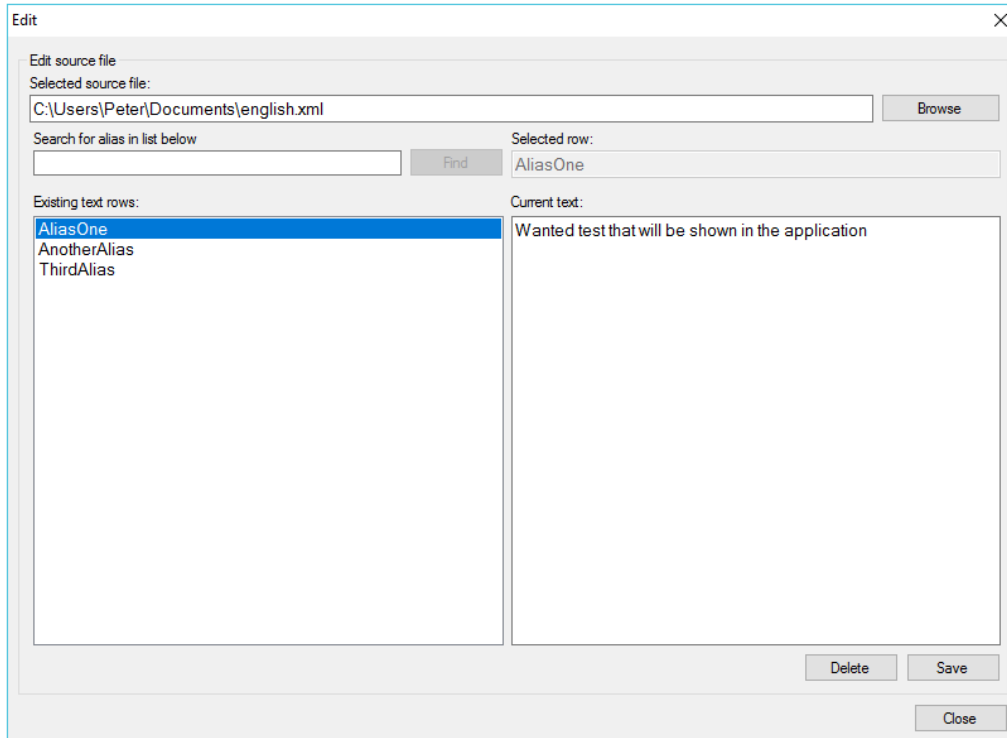


Figure 2.2-2

### 3.2.1 *Edit source text*

Edit source text by clicking on wanted alias in the left pane. The text will be shown in the right pane. Edit text and click “*Save*” to save changes to the source file. The “*datetime*” attribute in the source file for the edited row will be updated to current date and time. That will trig updates for the other language xml-files.

### 3.2.2 *Delete source text*

Delete an alias and text by selecting the alias in the left pane and then click “*Delete*”.

### 3.2.3 *Search for alias in source file*

It is possible to search for an alias in the list by entering the alias or a part of the alias in the field “*Search for alias in list below*” and click “*Find*”. LM will start searching from the top of the list and as soon as there is a match LM will move to that row in the list. The alias will be highlighted and the text will be shown in the pane to the right. If the search procedure has not reached the bottom of the list the button “*Find*” will be renamed to “*Find next*”. Then it is possible to continue searching down the list.

### 3.3 Create new language xml file (\*.xml)

In the menu click “File” and “Create new language xml file (\*.xml)” to create a new language file based on the structure in the source file. See figure 2.3-1.

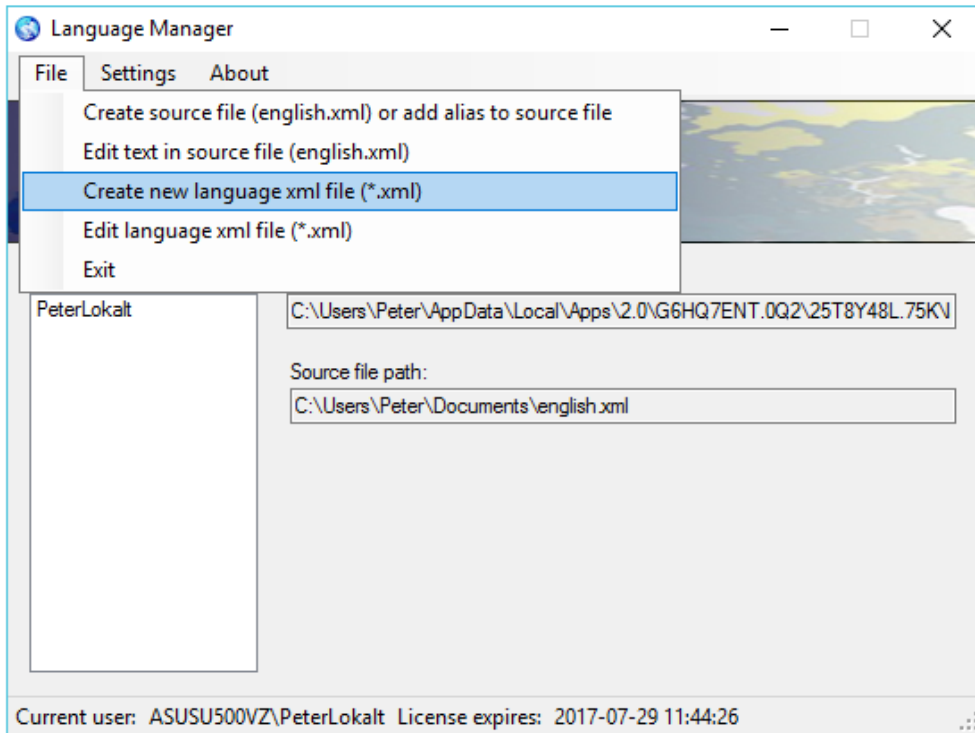


Figure 2.3-1

#### 3.3.1 Create language file

Select source file by clicking the “Browse source” button. Continue with clicking the “Browse target” button. See figure 2.3.1-1

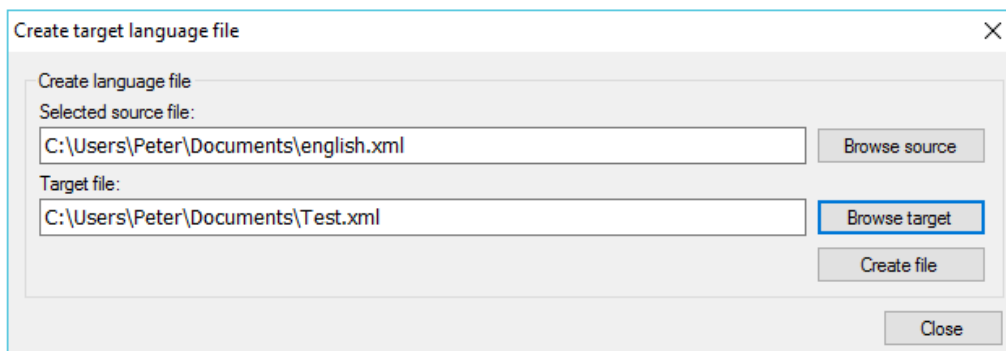


Figure 2.3.1-1



When clicking the “*Browse target*” button a dialog will be opened. Enter a filename of your choice in the field “*Filename*” and click “*Save*”. The file extension will automatically be “.xml”. Click the button “*Create file*” to create the target file. The new file will be created with identical data as the source file except for the “*datetime*” attribute that will be set to “0001-01-01 00:00:00” for all alias. Se figure 2.3.1-2.

```

<?xml version="1.0" encoding="utf-8"?>
<resources>
  <filedata version="A01" datetime="0001-01-01 00:00:00">C:\Peter\english.xml</filedata>
  <string alias="An alias" datetime="0001-01-01 00:00:00">This is the text connected to the alias.</string>
  <string alias="Another alias" datetime="0001-01-01 00:00:00">Another text</string>
</resources>
  
```

Figure 2.3.1-2

Next step is to edit the new created language xml-file to wanted language e.g. Swedish, Spanish, German, Russian etc.

### 3.4 Edit language xml file (\*.xml)

In the menu click “*File*” and “*Edit language xml file (\*.xml)*” to edit an existing language xml-file. See figure 2.4-1.

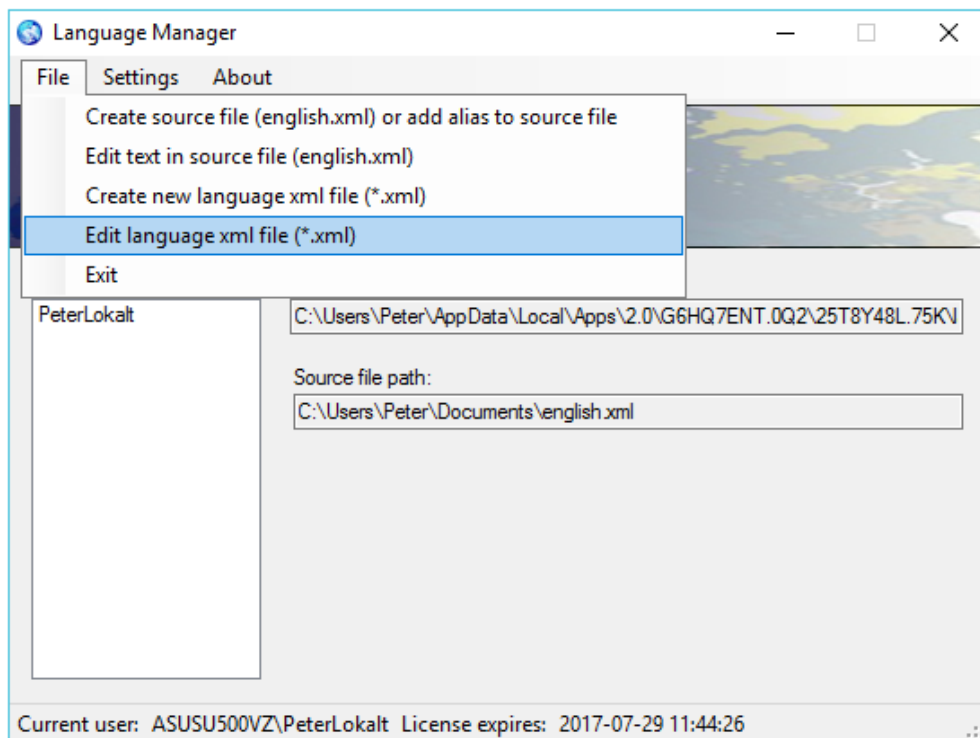


Figure 2.4-1

Open the source file by clicking the “*Browse source*” button. Continue by clicking the “*Browse target*” button and select the created xml-file. Se figure 2.4-2

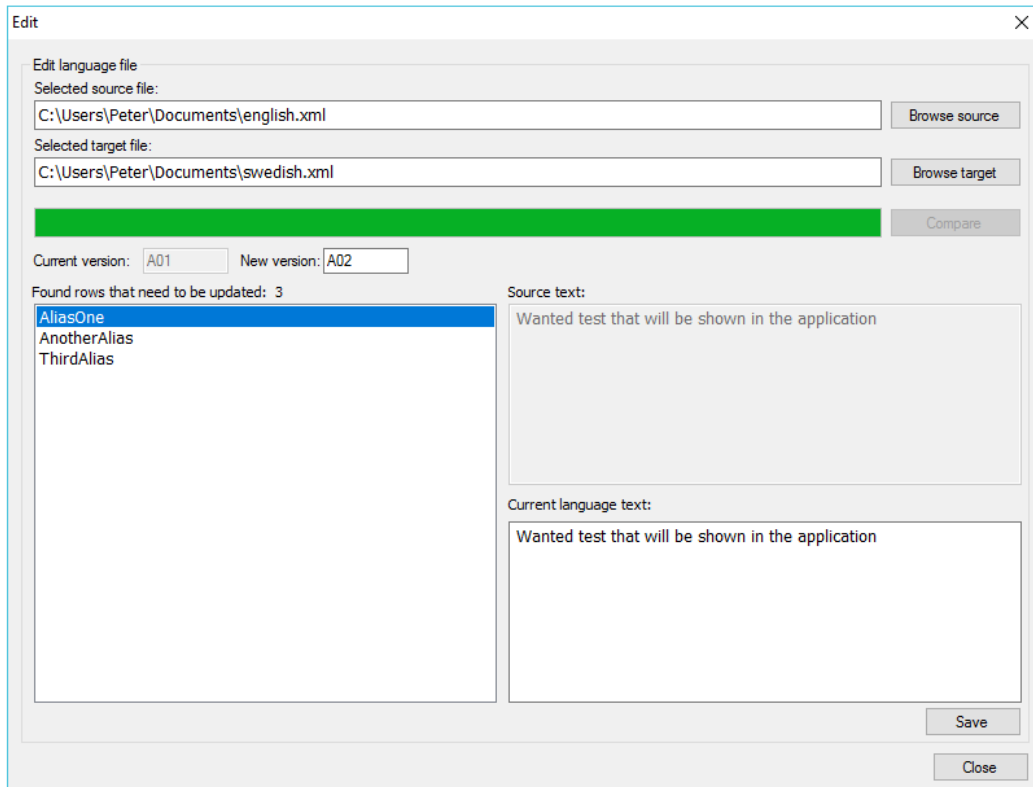


Figure 2.4-2

### 3.4.1 Compare files

Click the “*Compare*” button to compare the source file to the new created file. LM will compare the “*datetime*” attribute for each row in the source file to the corresponding row in the created language file. If the “*datetime*” attribute in the new file for a certain row has an older date and time compare to the row in the source file, that row will be added to the left pane and a task to be translated. The label “*Found rows that need to be updated.*” will show how many aliases that need to be translated. All rows will be shown in the list for a recently created language file. For a language file which is up to date, no rows will be shown. LM will automatically compare every row in the target file to the source file. If an alias exists in the target xml-file which doesn’t exist in the source file, it will be removed from the target xml-file as well.

### 3.4.2 Edit text in created target file

To edit text in the target file, select wanted row by clicking any row in the list in the left pane. The source text will be shown in the field “*Source text.*” and the text to be translated will be shown in the field “*Current language text.*” Translate the text into correct language and click “*Save*” to save changes to the target xml-file. The alias will disappear from the list in the left pane and the “*datetime*” attribute for that particular row in the target file will be set to current date and time.

### 3.4.3 File version

LM will show current version of the target file in the field “*Current version.*” and automatically increase the version one step which will be shown in the field “*New version*”. If another version is wanted it is possible to enter another version in the field “*New version*”.

### 3.5 User settings

Click “Settings” and “*User settings*” in the menu to change user settings. See figure 2.5-1.

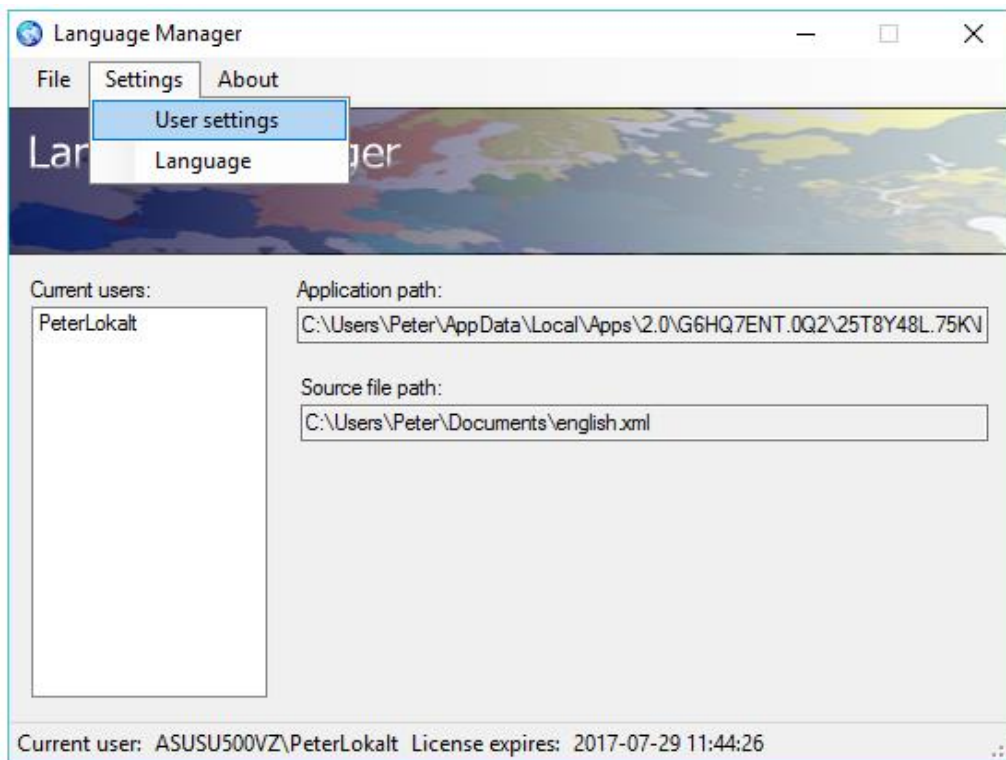


Figure 2.5-1

#### 3.5.1 User settings

In the list “*Existing users*” all users that have access to the LM will be shown. Click on wanted user to see additional information about the user such as access level and the date of expire. See figure 2.5.1-1

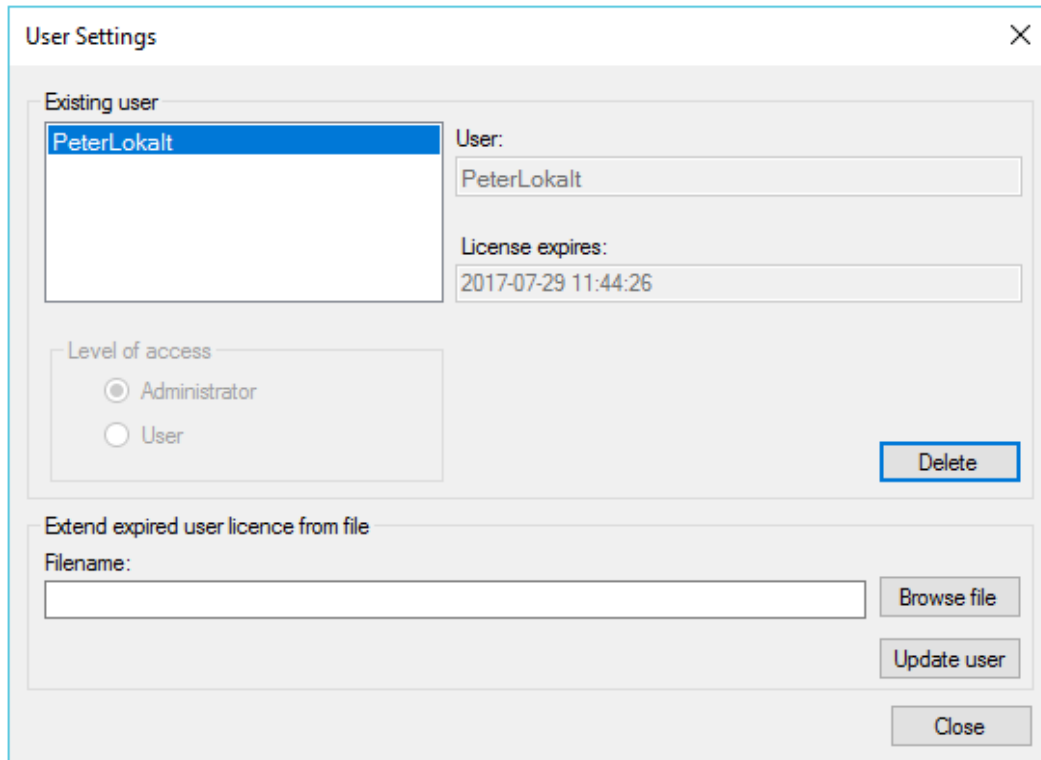


Figure 2.5.1-1

### 3.5.2 Delete user

Delete the user by selecting the user from the list and click the “*Delete*” button. A confirmation dialog will be shown asking the user to confirm the choice to delete the user. Deletion of the user will result in an application shutdown since no user will exist anymore. To be able to run the application again a new Temp.dat file is required from PA Software Consulting AB.

### 3.5.3 Add or change settings for user

#### 3.5.3.1 Add the first user

The LM application is not possible to use without a user has been added to the application. It is possible to start LM but no functions will be available without license. The file “*Temp.dat*” is required by LM to automatically add the first user (username) to the application.

The “*Temp.dat*” file is based on the username the user is using to logon to Windows. Provide PA Software Consulting AB with your username and a “*Temp.dat*” file will be sent to you. Send your username to: [language manager@softwareconsulting.se](mailto:language manager@softwareconsulting.se)  
“*Temp.dat*” file has to be saved in the following path:

C:\Users\YourUsername\AppData\Roaming\LanguageManager

The path will be created first time you start LM. When LM starts and the “*Temp.dat*” is saved to correct location LM will read the file and instead create another license file: UserAccessFile.dat.

### 3.5.3.2 Extend expired user license

PA Software Consulting AB needs the username for the user that needs to be updated with an extended license. Provide us with the Windows logon username and a another \*.dat file will be created and sent to you.

The file can be saved anywhere on the computer and to extend the license click the button “*Browse file*” and select the \*.dat file which has been sent to you. Then click on the button “*Update user*” to extend the license. See figure 2.5.1-1

### 3.6 Language

In the menu click “Settings” and “Language” to change application language (*Not implemented yet*). See figure 2.6-1.

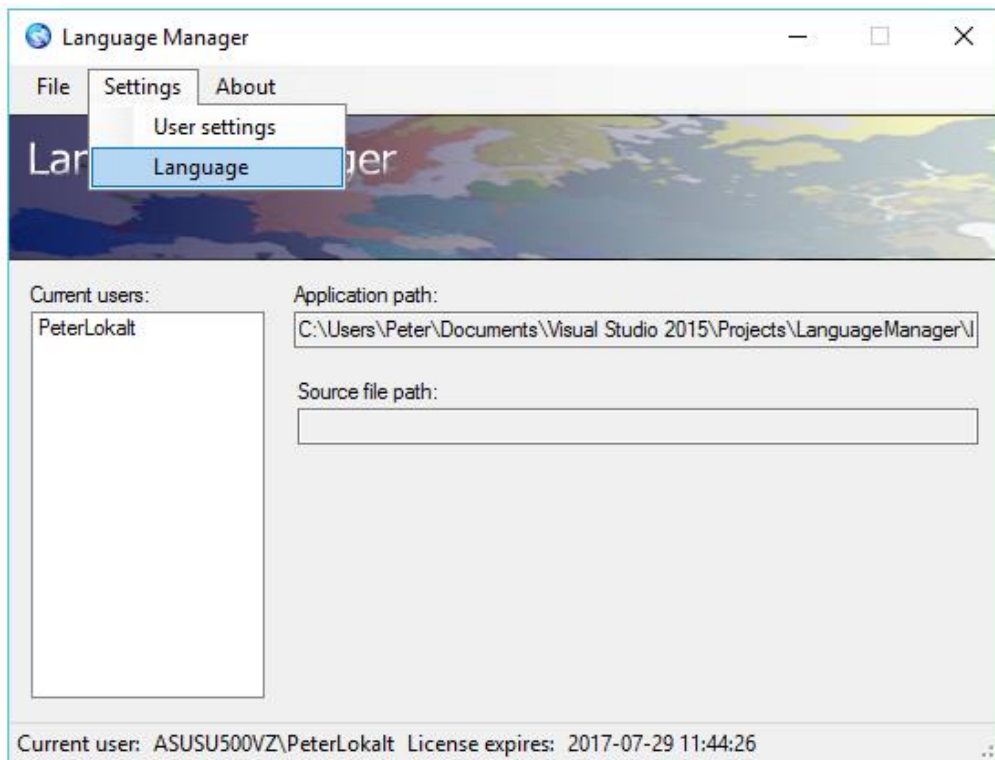


Figure 2.6-1

### 3.6.1 Change language in LM application

At the moment this function is not implemented! See figure 2.6.1-1

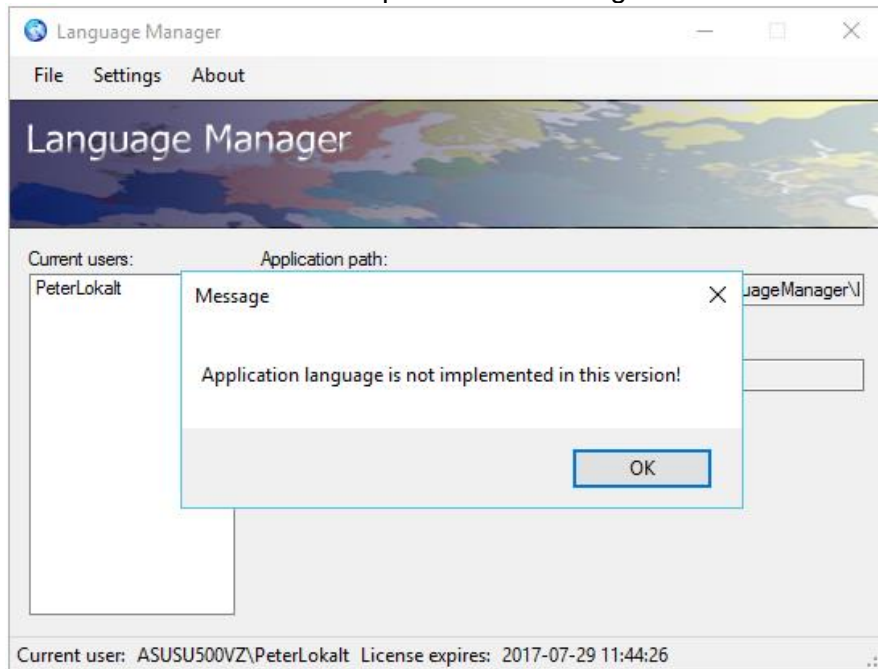


Figure 2.6.1-1

### 3.7 About

Click "About" and "Language Manager" in the menu to get information about the application. See figure 2.7-1.

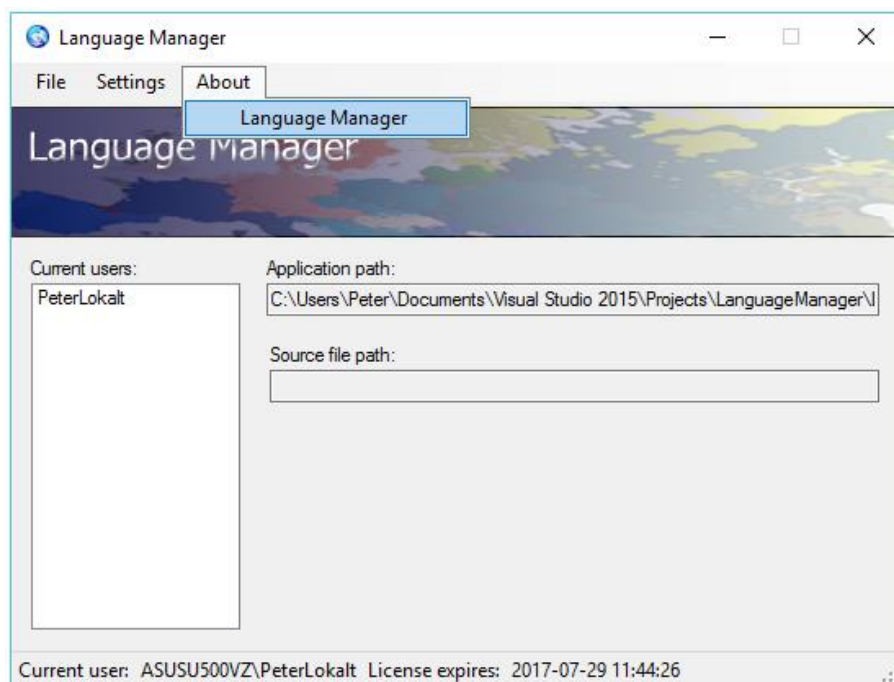


Figure 2.7-1

### 3.7.1 *About Language Manager*

Information about application version and build version will be published in the about dialog. See figure 2.7.1-1



Figure 2.7.1-1