

Knowledge Base Article

Crystal Matrix Multi Language Facility

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1: INTRODUCTION

The ISONAS Crystal Access software provides a multiple language facility that allows the menus and messages to be translated and displayed in any "single byte" language.

ISONAS authorizes translations to specific languages and distributes the resultant translation files with the ISONAS Crystal Access system. If you are interested in translating the system, contact ISONAS for more information.

The most recent copies of the language files are available on the ISONAS website. www.isonas.com

Users may create their own translations or modify the files released by ISONAS using any text editor.

1.1: Overview

If the language translation file exists in the database, the ISONAS software will load it and use it to translate the screens and messages displayed to the user. The language translation file is:

...\LIVEDB\ISONAS.LNG

This file is a text file and can be edited with Notepad or any text editor. The records in the file are in pairs with headers as shown below:

ISONAS.LNG - Notepad File Edit Format View Help ISONAS TRANSLATION - US English Raw Text:&Across TranText: Raw Text:&Arrange Icons TranText: Raw Text:&Browse TranText: Raw Text:&Camera TranText: Raw Text:&CardPrinter TranText: Raw Text:&Cascade TranText: Raw Text:&Change

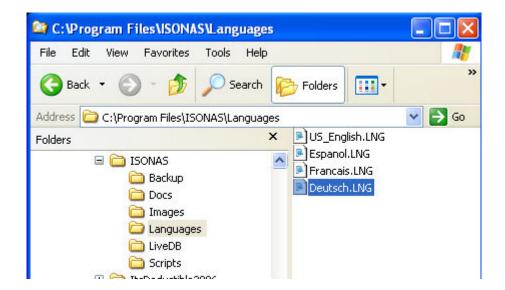
The Raw Text shows the untranslated word or phrase and the TranText shows the translated version.

The translation process looks for an exact match (case sensitive) of the word or phrase in the Raw Text and replaces it with the TranText.

The file is sorted in alphabetical order of the Raw Text entries.

1:2 Configuring Crystal Access for Translation

The ISONAS installation process creates a folder within the ISONAS folder labeled LANGUAGES. Within this folder there are files of type .LNG which contain the translations for different languages.



To configure the system for translation, simply copy the selected .LNG file into the ISONAS/LiveDB folder and rename it to ISONAS.LNG.

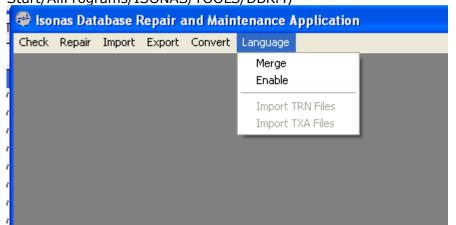
If you wish to create your own translation, start with the US_English.LNG file. Copy it into the ..ISONAS/LiveDB folder and rename it to ISONAS.LNG. Use any text editor to enter translated phrases on the "TranText:" lines and those translations will be used by the Crystal Access screens.

1:3 Updating ISONAS.LNG

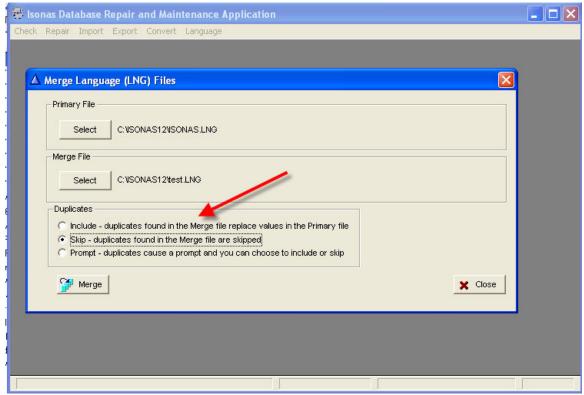
As ISONAS releases new versions of the translation files, you have two possible update paths for the ISONAS.LNG file.

If you have not made any local changes to the file, you can simply copy the new version of the appropriate language file into the LiveDB folder and rename it to replace the old ISONAS.LNG file that you had been using.

If you have made local modifications, use the DBRM tool found at Start/AllPrograms/ISONAS/TOOLS/DBRM)



The Merge function will bring up the following screen:



Use the two Select buttons to select the Primary file (your current file) and the Merge file (the new file from ISONAS. Then set the Duplicate selection to handle duplicate values the way you want them to be handled.

- Include will use the values from the merge file and supersede your current values for translation of any phrases found in both files.
- Skip will preserve your existing translation for any duplicates.
- Prompt will show you both translations and allow you to choose which you want to use.

Press the Merge button to complete the update.

The menu choices for "Import TRN Files" and "Import TXA Files" require that the program has been put into an authorized state which must be done by ISONAS technical support personnel. This enables some advanced features that are not normally needed or used outside of the ISONAS development environment.

1:4 Translation Guidelines

You may use special characters as needed within the translation (i.e. \tilde{A} , \dot{e} ...).

You should try to make the translation the same size or shorter than the Raw Text. If you increase the size the system will accept the text but it may not fit properly on the screen when it is displayed.

There are some special characters that have meaning for the screens. The "&" character at the beginning of a string indicates that this entry is used as a menu choice. The first letter following the "&" is a "hot key" and will invoke that menu choice. You must ensure that hot keys are unique.

For more information:

Web: www.isonas.com **E-mail:** sales@isonas.com

Tel: 800-581-0083 x102 (toll-free) or 303-567-6516 x102 (CO)

Fax: 303-567-6991

ISONAS Headquarters:

4720 Walnut Street, Suite 200, Boulder, Colorado 80301 USA