



**COPADATA**  
do it your way

# zenon manual

## Language switch

v.8.00





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# 1. Welcome to COPA-DATA help

## ZENON VIDEO-TUTORIALS

You can find practical examples for project configuration with zenon in our YouTube channel. The tutorials are grouped according to topics and give an initial insight into working with different zenon modules. All tutorials are available in English.

## GENERAL HELP

If you cannot find any information you require in this help chapter or can think of anything that you would like added, please send an email to [documentation@copadata.com](mailto:documentation@copadata.com).

## PROJECT SUPPORT

You can receive support for any real project you may have from our Support Team, who you can contact via email at [support@copadata.com](mailto:support@copadata.com).

## LICENSES AND MODULES

If you find that you need other modules or licenses, our staff will be happy to help you. Email [sales@copadata.com](mailto:sales@copadata.com).

# 2. Language switch

Language switching makes it possible switch texts, graphics and fonts to other languages in Runtime. For example, language switching assists for:

- ▶ delivering a project in different languages
- ▶ decentral equipment, which can be accessed worldwide
- ▶ language switchable operation of equipment

For project configuration, in the detail view of the **Language file** node, a language table (on page 8) with the required language files is created.

You can find a step-by-step instruction in the **Internationalization** tutorial.

#### PROJECT MANAGER CONTEXT MENU

Menu item	Action
<b>New language file...</b>	Opens the dialog for creating a new language file.
<b>Editor profile</b>	Opens the drop-down list with predefined editor profiles.
<b>Help</b>	Opens online help.

## 3. Language-switchable objects

Language switching can be used for most modules and functionalities.

For example:

- ▶ Runtime dialogs such as standard login windows or dialog for alarm filter
- ▶ Texts on elements such as buttons or static text
- ▶ Limit value texts
- ▶ Variable identification

**Note:** If variables in elements (such as a combined element, dynamic text), or lists (such as a list in a variable diagnosis screen) are used throughout a project, the language file from the project in which the variable is also located is used to translate the variable identifier.

- ▶ Status texts and system messages in the Alarm Message List, Chronological Event List and in the Industrial Performance Analyzer
- ▶ Switching of texts for a screen of the screen type `Notepad` or HTML pages for screen type `HTML`.
- ▶ Runtime help
- ▶ Groups and alarm classes for alarm/event groups and alarm/event classes
- ▶ Paths for graphics, help, multimedia, texts, formats and Report Viewer.
- ▶ Switching of dynamic and static elements in S7-Graph sequences.
- ▶ Character sets such as Arial Unicode
- ▶ and much more

Some elements can be configured as non-language-switchable.

### 3.1 Non-language-switchable texts

The following are non-language-switchable:

Functionality	Non-language-switchable texts
<b>ALC</b>	Names of the sources
<b>Equipment Modeling</b>	Language cannot be switched at all.
<b>Archive</b>	<ul style="list-style-type: none"> <li>▶ <b>Short name</b></li> <li>▶ <b>Name</b></li> </ul>
<b>Data Types</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b></li> </ul>
<b>Functions</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b></li> </ul>
<b>HTML Web Engine</b>	Texts for AML and CEL generated in Runtime. Exceptions: The <b>Text</b> and <b>Measurement unit</b> columns
<b>Load Management</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b> Grid</li> <li>▶ <b>Name</b> Device Group</li> <li>▶ <b>Name</b> Devices</li> <li>▶ <b>Name</b> Generators</li> </ul>
<b>Menus</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b> for main menu</li> </ul>
<b>PFS</b>	Names from: <ul style="list-style-type: none"> <li>▶ <b>Model groups</b></li> <li>▶ <b>Events</b></li> <li>▶ <b>Calendar</b></li> </ul>
<b>Reaction Matrices</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b></li> </ul>
<b>Recipegroup Manager</b>	<ul style="list-style-type: none"> <li>▶ <b>Group name</b></li> <li>▶ <b>Recipe name</b></li> </ul>
<b>Frames</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b></li> </ul>
<b>Fonts</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b></li> </ul>
<b>Script</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b></li> </ul>
<b>Standard Recipes</b>	<ul style="list-style-type: none"> <li>▶ <b>Name</b></li> </ul>
<b>Text lists</b>	Language cannot be switched at all.

<b>Drivers</b>	► <b>Identification</b> (is entered during driver selection)
<b>Variables</b>	► <b>Name</b> ► <b>String archive filler value</b>
<b>Interlockings</b>	► <b>Name</b>
<b>Time Control</b>	► <b>Name</b> the time function
<b>Allocations</b>	► <b>Name</b>

## 4. Language table and language files

To configure language switching, in the project or in the global project in the **Language file** node in the **Language table**, a new **Language file** must be created. This language file is saved as a text file.

For this, the following applies:

- The table always contains column **key word**.
- The column **ZENONSTR.TXT** is created automatically. This file cannot be deleted but expanded. When the Runtime starts this file is loaded automatically.
- Each language receives an own column in the language table.
- For each column an own language file (on page 12) is created.  
In the ZENONSTR.txt file the key word is saved together with its translation. Key word and translation are separated by the pipe character |.
- If a key word is entered in the language table, automatically all columns of this line are filled with the key word. This prescribed key word must then be replaced in the corresponding column for the language with the translation of the respective language.
- the translations can also be shown in the Editor and switched. To do this, in the preview window for **language file**, select the **Language file for editor** entry in the context menu or toolbar.  
**Note:** A maximum of 30 language files can be shown in the drop-down list.
- To switch languages in Runtime, the corresponding zenon function must be configured.
- If there is no entry available in the file that is currently being used (language/column), an empty entry is displayed.
- If there is not an entry available in any of the files (languages/columns), the key word can be displayed as an alternative.  
To do this, the **Show untranslated keywords** properties must be activated in the project properties.  
**Note:** You can find this property in the **Graphical design** project property group.



- If there are identical key words in the global project or the local project, entries from the global project are used in Runtime.

#### 4.1 Language switch detail view toolbar and context menu

Toolbar and context menu offer actions for the creation and administration of language files.



Menu item	Action
<b>New language file</b>	Inserts a new empty language file in the table.
<b>Create standard function</b>	Creates a function <b>Language switch</b> and opens the dialog (on page 45) for configuration.
<b>Save</b>	Saves language file.
<b>Copy file</b>	Copies selected file to the clipboard.
<b>Copy key</b>	Copies selected key to the clipboard.
<b>Paste</b>	Inserts clipboard contents (file or key) to the language tale. The inserted file is visible after you reloaded the Editor view.
<b>Delete file</b>	Deletes the selected language file from the language table.
<b>Delete key</b>	Deletes selected key from the language table.
<b>Jump back to starting element</b>	Jumps back to the initial position in the zenon Editor. <b>Note:</b> This context menu entry is only available if a jump to the current position has been made from another position with the <b>Linked elements</b> context menu entry.
<b>Export file</b>	Exports selected language file in format TXT.
<b>Import file</b>	Imports file in TXT format.
<b>Extended import/export</b>	Opens the menu for importing and exporting of CSV files.
<b>Search</b>	Opens dialog (on page 15) for searching after entries in the active language file.
<b>Replace</b>	Opens dialog (on page 16) in order to find and replace entries in the active language file.
<b>Font for selected language file</b>	Opens drop-down list to select the font (on page 43): <ul style="list-style-type: none"> <li>► Selection: The dialog for selecting a font is opened</li> <li>► Default font: Default font is used</li> </ul> Not available for <b>keyword</b> .
<b>Language file for the Editor</b>	Opens drop-down list to select language file for the Editor (on page 8). <b>Note:</b> A maximum of 30 language files can be shown in the drop-down list.
<b>Remove all filters</b>	Removes all filter texts from the columns.
<b>Character table</b>	Opens the Windows character table.
<b>Help</b>	Opens online help.



### Information

The processes **export file**, **copy**, **search** and **replace** are all referring to the active language file.

Active means: At clicking the language table the file in whose column you click is set to active. The file name of the active file is displayed in the property window and the column of the file receives a binoculars symbol in the column header.

## 4.2 Keywords

### DEFINE KEY WORDS

*Keywords are marked by the @-symbol*

For this, the following applies:

@Text	The whole text will be translated.
Text@	This text will not be translated.
@Text@Text	<p>The text between the two @ will be translated.</p> <ul style="list-style-type: none"> <li>▶ Rule: The text after an uneven number of @ is translated. The counting begins at the start of the entry. The text between the first and the second @ is translated, the text between the second and the third @ is not translated!</li> </ul> <p>Example: @user@Doe</p> <ul style="list-style-type: none"> <li>▶ user translated</li> <li>▶ Doe not translated</li> </ul>

### LINKING

Text elements that are translated and those that are not translated can be chained.

Example:

@The user @ Doe @ is logged out.

Text	Translation
The user	X
<b>Doe</b>	--
is logged out.	X

## TRANSLATIONS IN RUNTIME

*The following is applicable for the display of translations in Runtime:*

- ▶ A translation is assigned to the key word: The translated texts are displayed.
- ▶ No translation is assigned to the key word: No text is displayed.
- ▶ No language file contains a translation: The key word is displayed without @.

## DISPLAY OF KEY WORDS

To display the non-translated key word in the event of missing text:

1. Navigate to **Graphical design** -> **Runtime general** in the project settings.
2. Activate the **Show untranslated keywords** property.

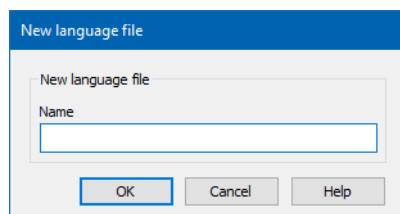
Not translated texts are then displayed as @key word in the Runtime.

## 4.3 Create new language file

To create a new language file:

1. Open the context menu of the node **Language file** in the **Project manager**
2. Select the entry **New language file...**

The dialog for opening a new language file is opened



3. Give it a freely-definable name. The file extension **\*.txt** is added automatically. The file name corresponds to the title of the column.

**Note:** Special characters are not permitted.

4. Confirm by clicking on the **OK** button

The new file is added to the language table on the far right side. It can be moved with the mouse by means of Drag&Drop.

With the creation of a new language file, language-dependent subfolders are created in the project tree in the **File** folder. These bear the name of the newly-created language file. They are the save location for language-dependent content. The subfolders are created for:

- ▶ Graphics
- ▶ Help
- ▶ Multimedia
- ▶ Texts and formats
- ▶ Report Viewer

## 4.4 Renaming a language file

The file name of the active file is displayed in the property window as property **File name**. Here you can change the name of the language file. At renaming a language file the corresponding language-dependent sub-folders in the binary files folders are also renamed.

## 4.5 Copy and Paste

Language files can be copied and pasted into the source project or other projects.

### COPY

To copy a language file:

1. Right-click in the column with the desired language.
2. Select **Copy file**.

The language file is copied to the clipboard

### PASTE

To paste a language file from the clipboard:

1. Right-click on the language table.
2. Select **Paste**.

The language file from the clipboard is pasted as the last column in the table. The required subfolder for the binary files are created.

**Note:** Key words can also be copied and pasted with shortcuts `Ctrl+C` and `Ctrl+V`. This is not possible for language files.

## ACTION ON PASTING

When pasting, a distinction is made between your own project and a other projects:

- ▶ Pasting into the source project:  
A new file with the name **COPY n OF XXX.TXT** is pasted.
  - **n**: Number of the copy
  - **XXX**: name of the copied file
- ▶ At pasting in another project, it is checked whether a language file with the same name already exists.
  - A language file with the same name exists: There is a query to see whether the file is to be overwritten.
  - The language file does not exist yet: The file is pasted with its original name.



### Information

Language files can also be exported and imported (on page 31).

## 4.6 Sort

Entries in the columns can be sorted. The sequence of the columns can also be amended.

### Sorting entries:

1. Click on the column header of the column which should be sorted.  
The column is sorted. The sorting direction (ascending/descending) is shown by an arrow above the column label.
2. You change the sorting direction by clicking on the sorting direction again.

### Changing the sequence of columns

1. Click on the column header of the column that is to be moved.
2. Hold down the mouse button.
3. Move the mouse to the desired position  
A blue, vertical bar shows the point of pasting.
4. Release the mouse button.

The column is moved to the desired position.

**Note:** The **key word** column must always be the extreme left column and cannot be moved.

## 4.7 Filter

The language table can be shown after filtering.

To filter the display:

1. Click in the filter line of the desired curve.
2. Enter the filter text.  
You can use wildcards:
  - \*: Replaces desired characters in the desired quantity.  
**red\*** finds all texts that start with **red**.
  - ?: Replaces precisely one character.  
**r?d** finds **red**, **rad**, ...

All lines that do not match the filter the criterion are removed from the list.

You can combine several filters.

To reset the filter, delete the filter text from the header or use command **Remove all filters** from the context menu.

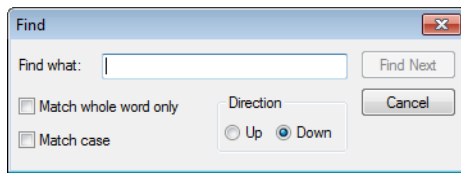
## 4.8 Search

It is possible to search texts and text fragments in a language table. At this regular expressions can be used. At the same time the references can also be replaced. Find and replace is always valid for the column in which the cursor is located.

To search:

1. Click in the desired column.
2. Carry out a right click.
3. Select **Search** (on page 15) in the context menu.

## SEARCH DIALOG



Parameter	Description
<b>Search for</b>	Input of the search term.
<b>Only whole words</b>	<ul style="list-style-type: none"> <li>▶ <b>Active:</b> Only the search term defined in the input field is found. Example: <b>"Text"</b> only finds <b>"Text"</b>, not <b>"Textur"</b>.</li> <li>▶ <b>Inactive:</b> Terms which contain the search term are also found. Example: <b>"Text"</b> also finds <b>"Textur"</b>.</li> </ul>
<b>The case</b>	<ul style="list-style-type: none"> <li>▶ <b>Active:</b> The search is case-sensitive. Example: <b>"Text"</b> only finds <b>"Text"</b>, not <b>"text"</b>.</li> <li>▶ <b>Inactive:</b> Case sensitivity has no influence on the search result.</li> </ul>
<b>Search direction</b>	Defines the search direction. <ul style="list-style-type: none"> <li>▶ <b>Up:</b> Searches upwards from the highlighted cell.</li> <li>▶ <b>Down:</b> Searches downwards from the highlighted cell.</li> </ul>
<b>Continue search</b>	Searches for and highlights next reference.
<b>Cancel</b>	Ends the search and closes the dialog.

## INCREMENTAL SEARCH

To search incrementally:

1. Place the mouse pointer in the desired column.
2. Enter the character that starts with the desired entry.
  - The next line of the active column with a start of text that matches the search criterion is selected.
  - The search always refers to the first character of the line.  
For example: **r** finds the line that contains **red** but not the line that contains **green**.

## 4.9 Replace

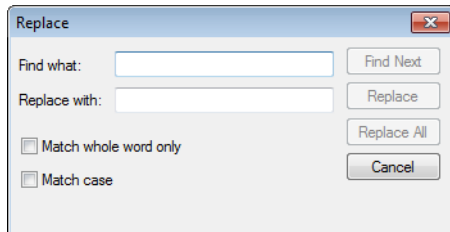
To search and replace texts:

1. Click in the desired column.



2. Carry out a right click.
3. Select **Replace** (on page 16) in the context menu.

## REPLACE DIALOG



Parameters	Description
<b>Search for</b>	Input of the search term.
<b>Replace by</b>	Input of the term which should replace the search term.
<b>Only whole words</b>	<ul style="list-style-type: none"> <li>▶ <b>Active:</b> Only the search term defined in the input field is found. Example: "<b>Text</b>" only finds "<b>Text</b>", not "<b>Textur</b>".</li> <li>▶ <b>Inactive:</b> Terms which contain the search term are also found. Example: "<b>Text</b>" also finds "<b>Textur</b>".</li> </ul>
<b>The case</b>	<ul style="list-style-type: none"> <li>▶ <b>Active:</b> The search is case-sensitive. Example: "Text" only finds "Text" but not "text".</li> <li>▶ <b>Inactive:</b> Case sensitivity has no influence on the search results.</li> </ul>
<b>Continue search</b>	Finds and highlights the next reference.
<b>Replace</b>	The found term is replaced.
<b>Replace all</b>	All search terms that are found in the active column are replaced without requesting confirmation.
<b>Cancel</b>	Closes search

## 4.10 Multi-line display

Key texts and translation can be displayed in multi-line. The line height can be amended to do this.

To define the line height individually:

1. Move the mouse to the header on the left-hand side of column **key word**.
2. Go to the separator line of the lines until the mouse cursor changes to a cross.
3. With the left mouse button pressed, drag the line to the desired height.

#### To adapt the line height automatically

1. Move the mouse to the header on the left-hand side of column **key word**.
2. Go to the separator line of the lines until the mouse cursor changes to a cross.
3. Double-click on the separator line.

The line height is automatically adapted to the content and the line break for texts is carried out according to the column width

**Note:** The defined line heights are not saved when you leave the list.

## 4.11 Fonts

Fonts (on page 43) can also be changed via the context menu of the language table.

You can create global fonts in the Global project. The entries existing there are available for all projects in the workspace.



### Information

*If the font is not displayed correctly in the list view, you must activate font **Arial Unicode** in the Control Panel.*

## 4.12 Using the language table in the Editor

Keywords can be translated and used during engineering in the Editor. For example, a check can already be carried out in the Editor to see whether the lengths for all languages have been sufficiently sized.

To use a language file in the Editor:

1. In the context menu, select the **Language file for Editor** entry.
2. Select the desired file in the sub-menu.

**Note:** A maximum of 30 language files can be shown in the drop-down list.

3. The language file which is active in the Editor is highlighted in the column header with green font

# 5. Key words in the language table

Key words (on page 11) for language switchable texts are marked by a @ in zenon. In the language table key words are entered without character @. Existing control characters @ are removed automatically.



### Hint

Use:

- ▶ To insert key words, the **Language Table Wizard** (on page 20)
- ▶ To manage translations, the **Language Translation Wizard** (on page 34) and the **Project Translation Interface**
- ▶ To import system texts, the **System Text Wizard** (on page 25)

For the entries in the language table the following is true:

- ▶ One package is formed per @.
- ▶ Each package must be inserted into the language table individually.  
Example: The language switchable text "**@The user@ Doe @is logged out.**" has two entries in the language table:
  - Line 1: **The user**
  - Line 2: **is logged out.**
- ▶ After an import each language file initially receives the key words which it had prior to the import
- ▶ As soon as something is changed in the language table (e.g. entry of a new key word) all key words of all languages are synchronized  
Each language file then contains all key words
- ▶ All keywords entered in the table newly are always written in all available languages



### Attention

*The import can lead to new key words for which no translation exists in the already existing language file. In this case the key words are displayed in the Runtime.*

*To display the key words with a @ in front, the **Show untranslated keywords** property must be activated in the project properties.*

## 5.1 Add new key word

To paste a new key word:

1. Click in the lowest empty cell of the **Key word** column.
2. Enter the key word.

The key word is automatically entered into all available columns with language files.

3. Enter the correct term for each column.

**Note:** The key word can also be entered by pressing on the `Insert` key. When pressing the `Insert` key, depending on the position of the mouse pointer in the table, the last cell of the key word column is selected and activated for editing.



### Information

Key words can also be entered by means of the **Language Table Wizard** (on page 20). Use of the Wizard is recommended. You thus ensure that you enter all required key words.

## 5.2 Language Table Wizard

This wizard

- ▶ Searches the active projects for translatable texts or key words (text marked with a @).
- ▶ Writes key words that are found
  - either to the selected language table in the active project or
  - Optional in the global project.

For reference purposes, at least on table (`ZENONSTR.TXT`) must be selected for the import.

If texts without a @ character are found, these can be set as a key word in a project. To do this, a @ is written at the start of the text.



### Attention

**Note:** The wizard is only available in English.

The Language Table Wizard replaces the **Language Change Wizard (VBA)**.

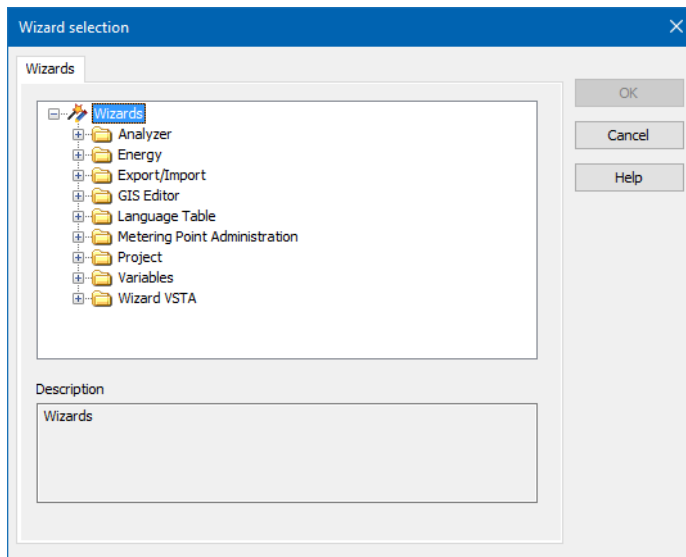
### 5.2.1 Aufruf des Wizards

Der Wizard kann direkt im Dialog zum Starten der Wizards ausgewählt werden.

To start the wizard:

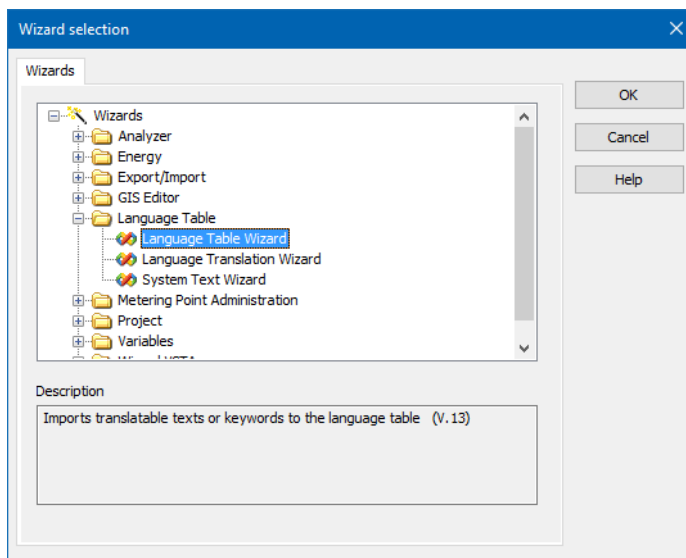
1. Click on *Tools -> Start Editor Wizards...*  
Or: Press the short cut `Alt+F12`

The selection window with the available wizards opens.



2. Wählen Sie den Ordner **Language Table**.

3. Wählen Sie dort **Language Table Wizard**.

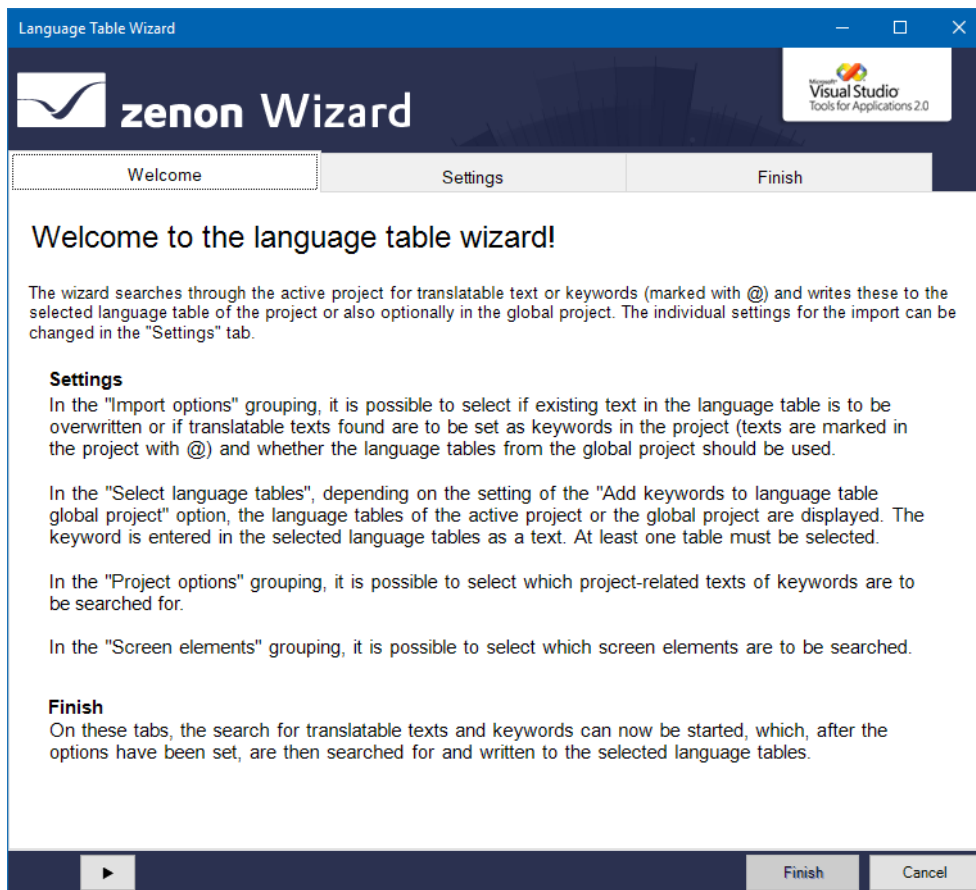


4. Klicken Sie auf **OK**.

Der Wizard startet mit der Willkommensseite (on page 22).

## 5.2.2 Start window

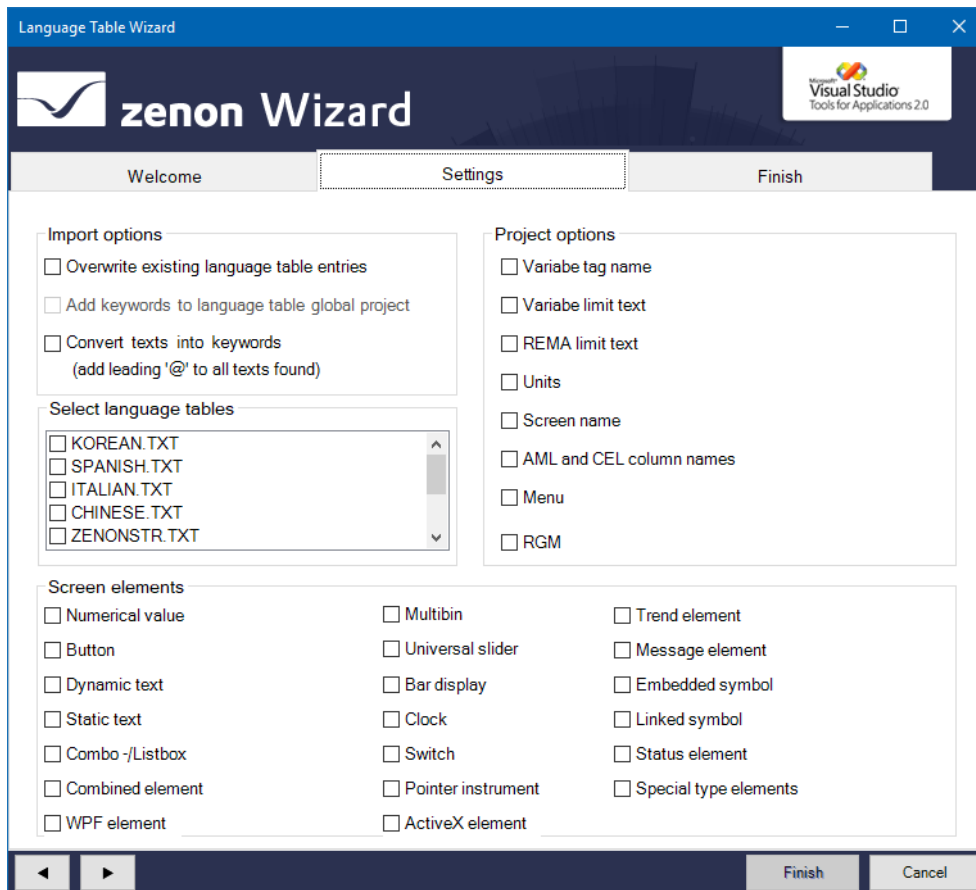
When opening the wizard, you get an overview page with English-language documentation for the wizard.



The navigation through the wizard is done by clicking on the individual tabs or step by step by clicking on the arrow keys.

Click on **Cancel** to close the wizard.

### 5.2.3 Settings



#### IMPORT OPTIONS

It is possible to select the following in the **Import options** group:

- ▶ Whether existing texts are to be overwritten in the selected language table,
- ▶ Whether translatable texts found are to be set as key words in the project (texts are marked in the project with a @) and
- ▶ whether the language tables are to be used by the global project.

#### SELECT LANGUAGE TABLES

In the "Select language tables", depending on the setting of the "Add keywords to language table global project" option, the language tables of the active project or the global project are displayed. The key word is entered in the selected language tables as a text. At least one table must be selected.

## PROJECT OPTIONS

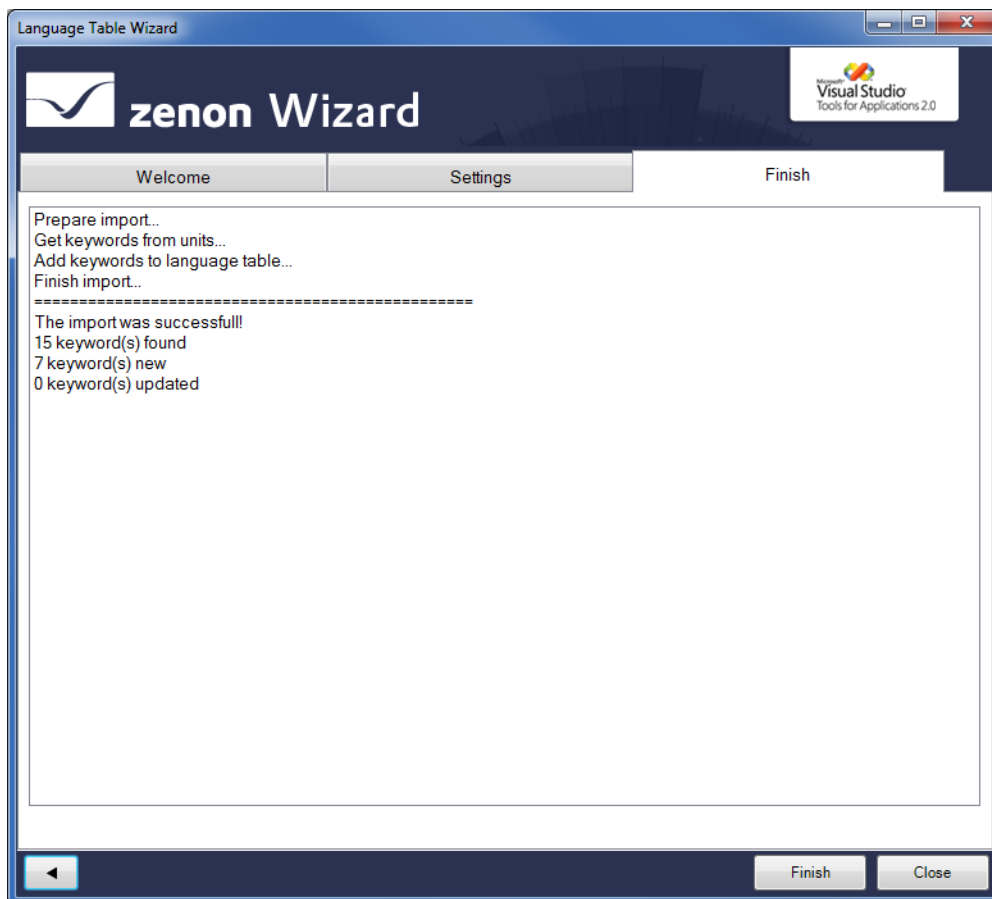
In the "„Project options" grouping, it is possible to select which project-related texts of key words are to be searched for.

## SCREEN ELEMENTS

In the "„Screen elements" grouping, it is possible to select which screen elements are to be searched.

### 5.2.4 Finish

You start the search for translatable text and key words on this tab.



To start the search, click on the **Finish** button.

Depending on the options set in the settings, translatable text is searched for and written in the selected language tables.



## 5.3 System Text Wizard

The System Text Wizard allows the import of system text into the language table. System texts are Runtime texts that are used in zenon dialogs and menus and cannot be changed by the user. In order to be able to make these texts, which are predetermined by zenon, compatible with language switching, these texts must first be imported into the language table with this wizard. The number of imported key words and texts can be limited by means of an option in the wizard.



### Information

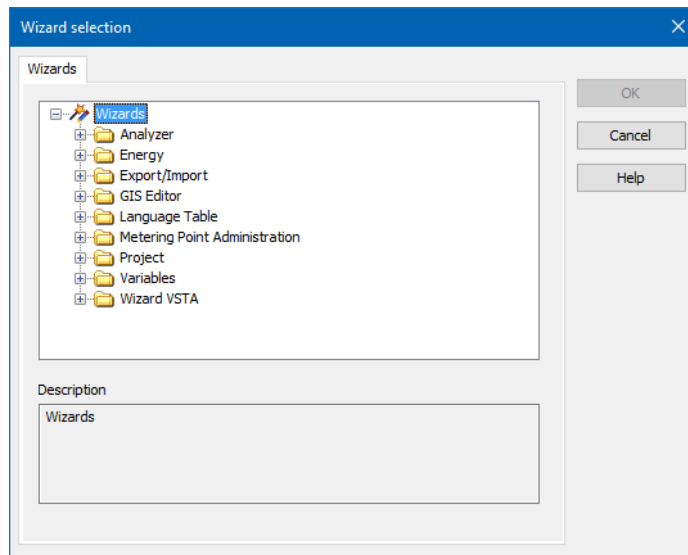
The wizard is only available in English.

### 5.3.1 Calling up the wizard

To start the wizard:

1. Click on *Tools -> Start Editor Wizards...*  
Or: Press the short cut **Alt+F12**

The selection window with the available wizards opens.

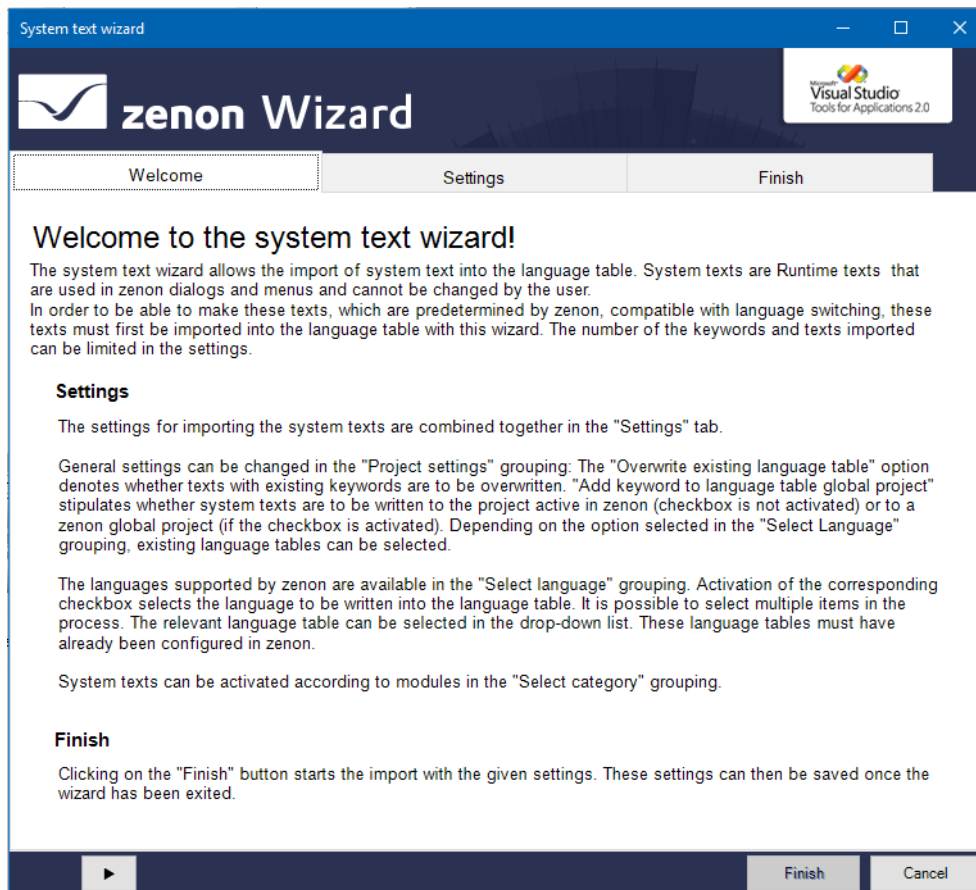


2. Select the folder **Language Table**.
3. There select **System Text Wizard**.
4. Click on **OK**.

The wizard starts with the welcome page (on page 26).

### 5.3.2 Start window

When opening the wizard, you get an overview page with English-language documentation for the wizard.

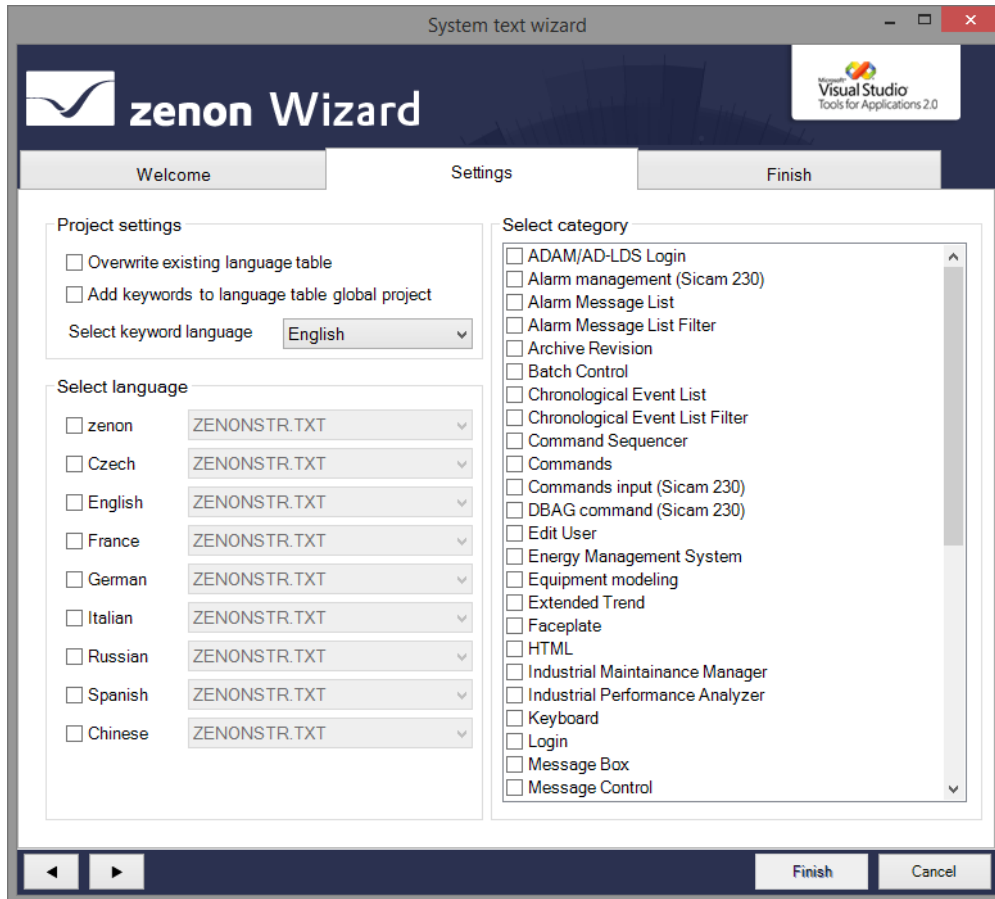


The navigation through the wizard is done by clicking on the individual tabs or step by step by clicking on the arrow keys.

Click on **Cancel** to close the wizard.

### 5.3.3 Settings

The settings for importing the system texts are combined together in the "**Settings**" tab.



#### PROJECT SETTINGS

Option	Description
<b>Overwrite existing language table</b>	<ul style="list-style-type: none"> <li>▶ Active: Texts with existing key words are overwritten.</li> </ul>
<b>Add keyword to language table global project</b>	<ul style="list-style-type: none"> <li>▶ Active: System texts are written to the language table in the global project.</li> <li>▶ Inactive: System texts are written in the language table in the local project.</li> </ul>
<b>Select keyword language</b>	Selection of the language for the key words from a drop-down list.

## SELECT LANGUAGE

Selection of the languages and the attendant language file. The languages supported by zenon are available.

To select a language:

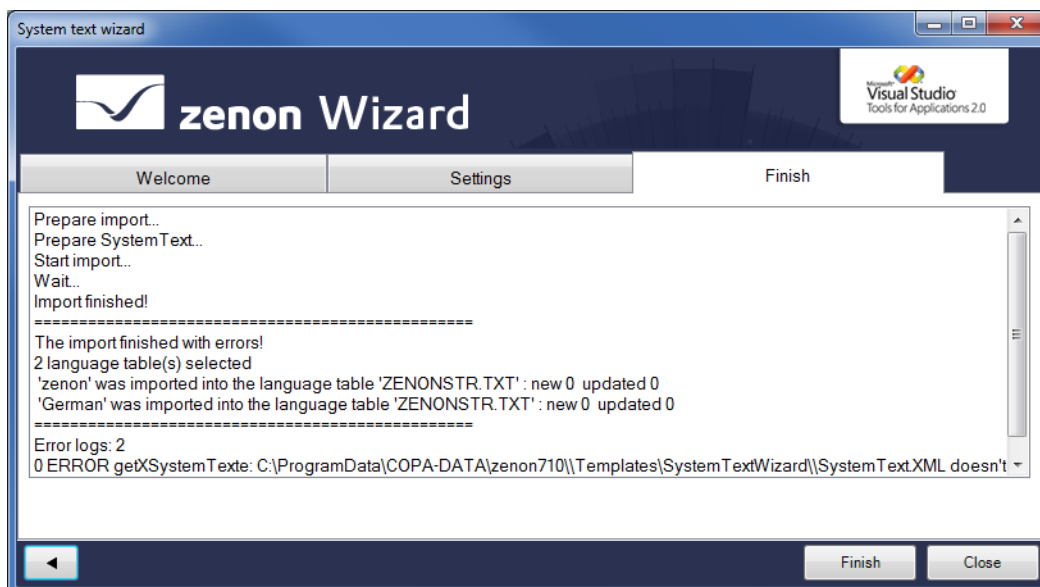
1. Activate the checkbox in front of the desired language.  
Multiple selection is possible.
2. Select the appropriate language file in the drop-down list.  
Caution: The language must file have already been configured (on page 12) in zenon.

## SELECT CATEGORY

Selection of the modules and functions for which symbol texts are to be imported. To select an object, activate the check box in front of the entry.

### 5.3.4 Finish

You start the import in this tab.



To start with the import, click on the **Finish** button.

The configuration of the wizard can be saved for future use on closing.

## 6. Edit entries

To edit an entry, click in the cell twice. Pressing the `F2` key opens the cell that is focused on, for editing.

### DELETE KEY WORD AND TRANSLATIONS

You can either delete single translations or whole keys including all translations.

To delete a key word with all translations:

1. Select the line.
2. Press the `Del` key or select **Delete key** in the context menu.

A dialog to activate the deletion is called up.

After confirmation, the key word with all translations is deleted.

Several lines can be selected as deleted at the same time (`Control` key + mouse click; `Shift` key + mouse click)

To delete translated cell entries:

1. Select the line.  
The column **Key word** must not be active.
2. Press and hold the `Shift` key and press the `Delete` key.

The translation of the active column is deleted.

**Note:** Multiple selection is possible.

### COPY AND PASTE

To copy key words

1. Highlight the desired line (multi-select is possible)
2. Press `Ctrl+C` or select **Copy key** from the context menu  
The key words are copied to the clipboard.

To past key words:

1. Click in the language table.
2. Press `Ctrl+V` or select **Paste** from the context menu.  
The key words and entries for the language files are taken from the clipboard.  
If a copied key already exists in the list, a new key **Copy n of xxx** is created
  - **n**: Number of the copy
  - **xxx**: name of the copied key

## 7. Edit language files externally

Language files can also be edited externally. For this they must be exported.

Export and import possibilities:

File format	Export/Import via	Remark
XML in ZIP	<b>Language Translation Wizard</b> (on page 34)	<p>Suitable for editing with <b>Project Translation Interface</b>.</p> <p>Prepares texts in an XML file and exports them as a ZIP file with the selected language files. In addition, a screenshot of all screens is created and also provided in the ZIP file. The ZIP file also contains the font lists of the selected project and those of the global project.</p> <p>Always concerns the selected language files.</p> <p>Editing with the <b>Project Translation Interface</b> translation tool.</p>
TXT	<b>Export/import file</b> (not available for key word column)	<p>Is especially suitable for forwarding to other users and importing into other projects.</p> <p>Always only concerns the selected language file and the key words.</p> <p>Editing with text editor (on page 40).</p>
CSV	<b>Enhanced import/export -&gt; CSV</b>	<p>Primarily suitable for external editing.</p> <p>Always concerns all language files of a language table.</p> <p>Edit with Microsoft Excel (on page 41).</p>

To edit a language file:

1. Export the desired file.
2. Carry out the changes.
3. Import the file again in the Editor.



### Attention

Note for external change:

- ▶ During import, the existing project configuration is not simply overwritten, but merged with the file currently present in the project. For details see: Export and import language files (on page 31)
- ▶ Changes always only affect the key word and the selected languages. All other languages remain unchanged or empty.

## 7.1 Export and import language files

Language files can be exported in different formats and it is possible to import back from these.

- ▶ XML to a ZIP file
- ▶ TXT
- ▶ CSV

### EXPORT

#### XML/ZIP

To export a language file for XML into a ZIP file, use the **Language Translation Wizard** (on page 34).

#### TXT AND CSV

To export a language file to TXT or CSV:

1. Click in the desired column for a TXT export.  
A right-click in the table is sufficient for CSV.
2. Open the context menu with a right-click.
3. Select the desired export type:
  - **Export file:** Exports the language table into the TXT format.
  - *Extended import/export* -> **Export all as CSV...**: Exports all tables present into the CSV format.The dialog for selecting saving location and file name is opened.
4. Save the export file.  
A message informs you about the export and offers to open the export folder

- Click on button **Yes** to open the export folder and to close the dialog.
- Click on button **No** to close the dialog.

## IMPORT

### XML

To export a language file for XML from a ZIP file, use the **Language Translation Wizard** (on page 34).

### TXT AND CSV

To import a language file from TXT or CSV:

1. Click in the language table.
  2. Open the context menu with a right-click.
  3. Select the desired import type:
    - **Import file**: imports a file in TXT format
    - *Extended import/export -> Import CSV*: imports a file in CSV format
- The dialog for selecting a file is opened.
4. Click **OK** to import the file



#### Attention

*The import can lead to new key words for which no translation exists in the already existing language file. In this case the key words are displayed in the Runtime.*

*To display the key words with a @ in front, the **Show untranslated keywords** property must be activated in the project properties.*

## BEHAVIOR DURING IMPORT

The following is applicable for online import:

- ▶ If there are entries in the import file and in the project, then the imported entries overwrite those already present in the project.
- ▶ Entries which only exist in the project are not changed.
- ▶ Entries that only appear in the imported file are added to the project as new entries.
- ▶ If a language file of the import file does not yet exist in the project, a new file with the new name is created.

**Note:** The name corresponds to the naming in the import file.





### Information

The same key words are overwritten, new key words in the externally-revised file are added, key words missing in the external file are not replaced.

## IMPORT OF TXT

Text files must match the format of the language table for the import:

Format: **Key text + | + Translation**

At the import the new file is not simply overwritten but merged with the file available in the current project.

## IMPORT OF CSV

CSV files must match the format of the language table for the import:

- ▶ The files must have the extension **.csv**. If this is not the case, an error message is displayed.
- ▶ Permitted column separators:
  - Pipe (|)
  - Semi-colon (;)
  - TAB (->)

If other characters are used as column separators, an error message is displayed.

- ▶ The first line must contain a list of the files. In doing so, the first place must be a placeholder for the **Key text** column.
- ▶ In the additional lines you can find the respective key text and the translations texts separated by the column separator.  
The key text must always be in the first column.



### Example

Structure CSV file:

```
Key word|ZENONSTR.TXT|FRENCH.TXT|ENGLISH.TXT|GERMAN.TXT
A1004|A1004|F1004|E1004|D1004
A14|A14|F14|E14|D14
A25|A25|F25|E25|D25
```

## 7.2 Language Translation Wizard

This wizard is for the preparation of data for the **Project Translation Interface**, a translation tool.

In doing so, all relevant data for translation is prepared and compressed into a ZIP file. This ZIP file can then be unzipped in the **Project Translation Interface** and the language tables can be edited or supplemented. After editing, the ZIP file can be loaded into the wizard and the edited language tables can be reimported into the project.



### Attention

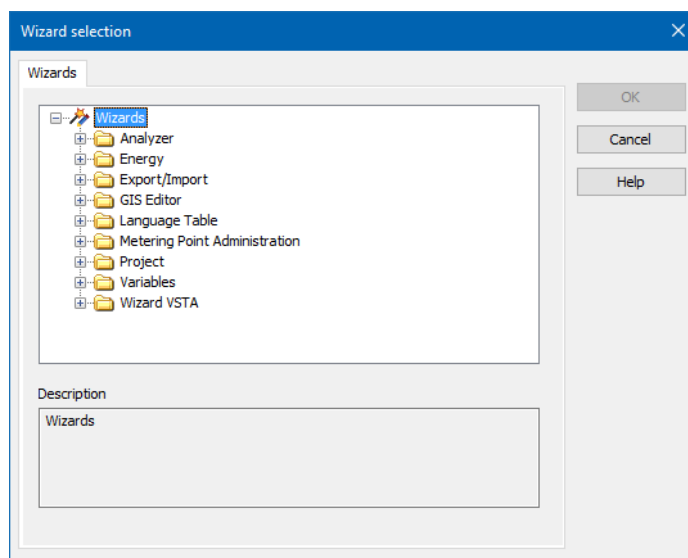
**Note:** The wizard is only available in English.

### 7.2.1 Starting the wizard

To start the wizard:

1. Click on *Tools -> Start Editor Wizards...*  
Or: Press the short cut **Alt+F12**

The selection window with the available wizards opens.

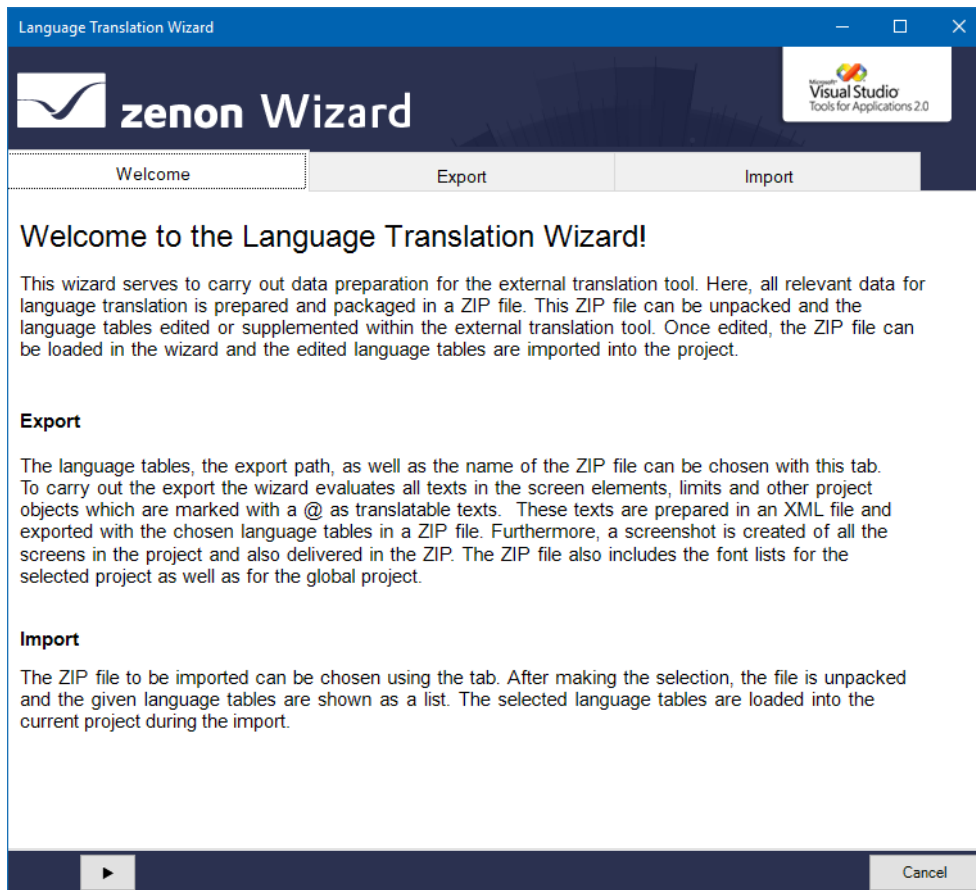


2. Select the folder **Language Table**.
3. There select the **Language Translation Wizard**
4. Click on **OK**.

The wizard starts with the welcome page (on page 35).

### 7.2.2 Start window

When opening the wizard, you get an overview page with English-language documentation for the wizard.



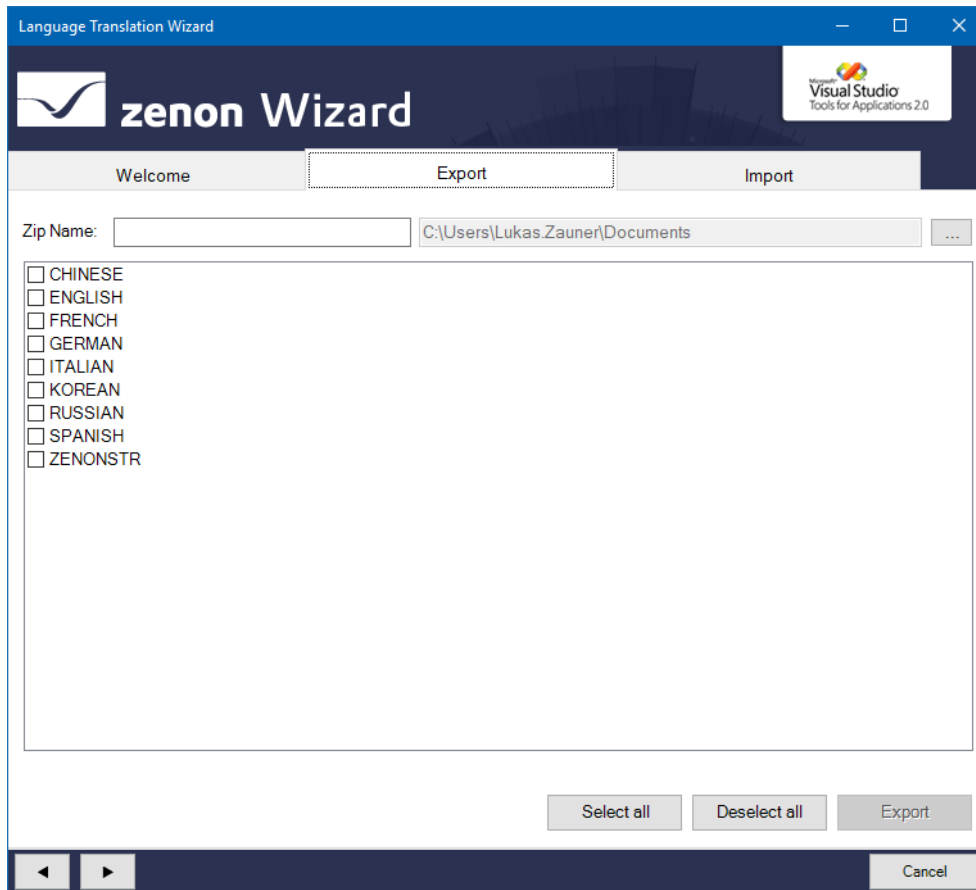
The navigation through the wizard is done by clicking on the individual tabs or step by step by clicking on the arrow keys.

Click on **Cancel** to close the wizard.

### 7.2.3 Export

When carrying out the export, the wizard evaluates all texts from screen elements, limits and other project objects, which are marked as translatable text with a @.

These texts are prepared into an XML file and exported with the selected language tables as a ZIP file. In addition, a screenshot of all screens is created and also provided in the ZIP file. The ZIP file also contains the font lists of the selected project and those of the global project.



Button	Description
<b>Zip Name:</b>	Name of the export file
<b>C:\</b>	Save location of the export file. Click on button ... Opens the file browser for selecting a target folder.
<b>Liste Sprachdateien</b>	List field with the possibility to select the existing language files in the project.
<b>Select all</b>	Selects all entries in the list and activates the checkboxes.
<b>Deselect all</b>	Selects all entries in the list and deactivates the check boxes.
<b>Export</b>	Exports the files to the target folder.  Is only active if one or more language tables are selected.
<b>Arrow left</b>	Goes back one tab in the wizard process.
<b>Arrow right</b>	Goes forward one tab in the wizard process.
<b>Cancel</b>	Closes the wizard without exporting.



### Attention

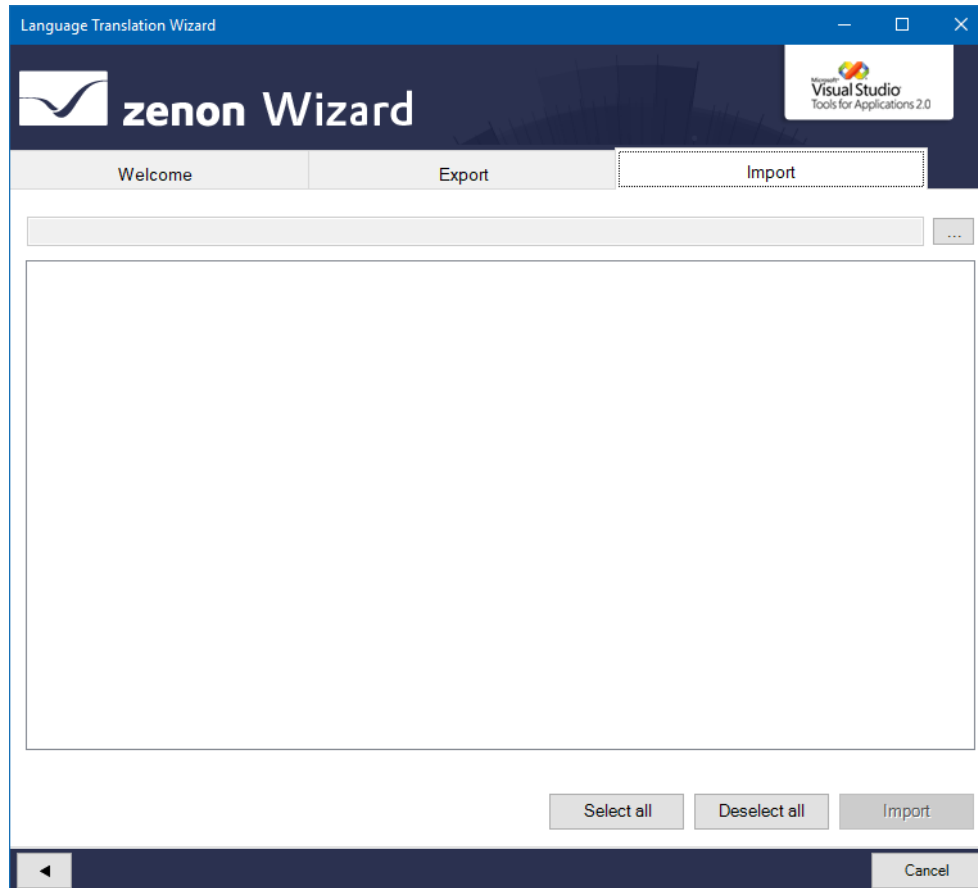
*The following special characters must not be used in the screen names:*

*: / \ \* < >*

*These special characters are removed and replaced by a serial number.*

## 7.2.4 Import

The ZIP file to be imported can be selected in this tab.



Button	Description
...	Save location of the import file. Click on button ... Opens the file browser to select a file folder.
List of language files	List field with the possibility to select the language files to be translated and imported.
Select all	Selects all entries in the list and activates the checkboxes.
Deselect all	Selects all entries in the list and deactivates the check boxes.
Import	Imports the selected language tables in the current zenon project.  Is only active if one or more language files are selected.
Arrow left	Goes back one tab in the wizard process.
Cancel	Closes the wizard without importing.



### Attention

*If a new language file is added in zenon 6.51, the project must be reloaded in the workspace once the wizard has been ended.*

*The language files are automatically updated in version 7.00 SP0 onwards.*

## 7.3 Editing a ZIP file

To edit a language file exported as a ZIP file:

1. Open the ZIP file with the **Project Translation Interface**.
2. Edit the translation.
3. Save the changes to a ZIP file again and import this into the project.

## COOPERATION BETWEEN LANGUAGE TRANSLATION WIZARD AND PROJECT TRANSLATION INTERFACE

The **Project Translation Interface** and the zenon **Language Translation Wizard** work closely together.

### The Wizard:

- ▶ Browses zenon projects for translatable text.
- ▶ packs these into an XML file
- ▶ creates screenshots of the screens with translatable texts
- ▶ compresses the XML file together with the screenshots, the files for the language translation and the font lists of the projects into a ZIP file.
- ▶ Once the translation has been completed in the **Project Translation Interface**, imports the translated texts into the zenon project

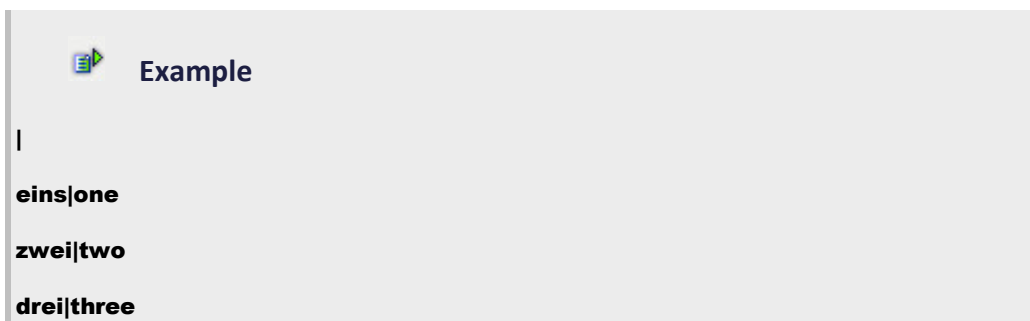
### The interface:

- ▶ opens the ZIP file created by the Wizard
- ▶ Supports the translator with file structuring, word length checking and graphics display
- ▶ exports the finished translation into a ZIP file

## 7.4 Edit a text file

The following applies for language files:

- ▶ The content is entered as text in chronologic order.
- ▶ The separator between a key word and a translated term is the pipe symbol |.
- ▶ Only the term after the pipe symbol is translated.





## 7.5 Editing of CSV in MS Excel

Editing with MS Excel is also possible. In order to edit a language file in MS Excel:

1. Open the CSV file with MS Excel.

The export file is automatically imported into Excel.

The data is shown as follows:

- Column A: Keyword.
- Additional columns: Translation; one translation per column:
- A separator is not displayed.

2. Edit the texts.

3. Save the file as CSV file.

To use the changed language file in zenon, import (on page 31) the CSV file to zenon.

## 7.6 Evacuating translations

Texts can be translated using the **Language Translation Wizard** (on page 34) or by means of CSV files.

**Recommendation:** Use the **Language Translation Wizard**. for translation

To evacuate texts for translation:

1. Export (on page 31) the language table as a CSV file or as a ZIP file.
2. Have the texts translated (on page 41).
3. Import the modified XML file.



### Attention

In multi-user projects, key texts and their translations can only be changed if **Check out** is activated for the files. Translation text of files for which changes are not possible cannot be selected or edited.

Key texts can only be changed if changes are enabled for all files. At entering new keys, the keys are only entered in files for which changes are enabled.

## 8. Pre-defined keywords - system text in CEL

There are pre-defined keywords for all texts, that are used in the Runtime as defaults.

**Recommendation:** For the engineering use the **System Text Wizard** (on page 25).

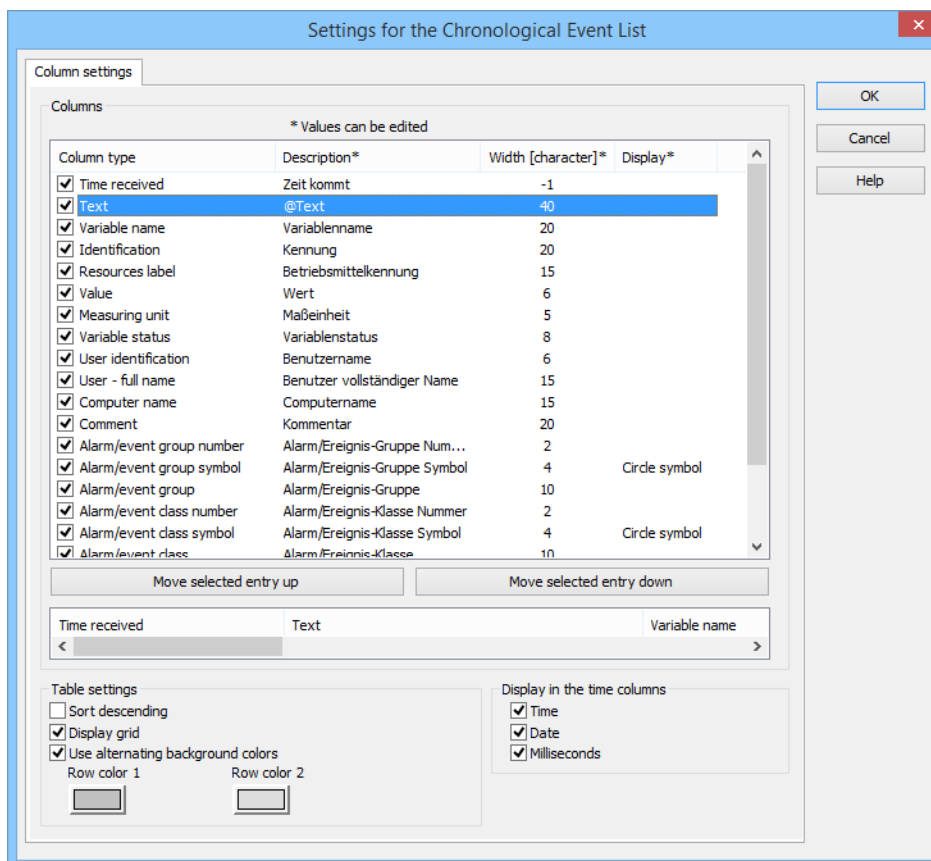
**Attention:** Changes are overwritten during a zenon update. Save an extra file with amended entries and copy this to the new version after a zenon update.

The Runtime language has to be set to English, so that the language switching works for dialogs or with pre-defined keywords for the CEL, because the keywords are defined in English.

Texts which are used in the column headlines of the Chronological Event List and the Alarm Message List can be configured in the project settings.

The dialog is called up via:

- ▶ Project properties -> **Chronological Event List** -> **Column settings CEL**  
or
- ▶ Project properties -> **Alarm Message List** -> **Column settings AML**  
or
- ▶ The respective **Screen switch** function



The procedure is the same as with texts. A @ at the beginning of the description makes language switching possible.

## 9. Fonts

During the language switch it can be necessary to use different fonts; e.g. a Unicode font for East Asian characters.

### DEFINITION VIA FONT LISTS

Define fonts and font lists in node **Screens/Fonts**. The font lists created here can be selected via function **Language switch**.

**Note:** You can find details about fonts and lists in chapters Fonts in manual Screens.

### LANGUAGE FILE ASSIGN FONT TYPE DIRECTLY

Font types can be assigned to language files directly. However this only defines the optical display in the language file. The display of the translated texts in the Editor and in the Runtime is not affected. The display is defined via Font lists.

To assign a font type to a language file:

1. Select a column of the language file.
2. Select **Font for selected language file/Selection** from the context menu  
The Windows standard dialog for selecting a font is opened.
3. Select the font you wish to assign

**Note:** Additional settings of the standard dialog such as font color do not affect the display in zenon



#### Information

*Font type and language file can be already used and displayed in the Editor. Select the following from the context menu:*

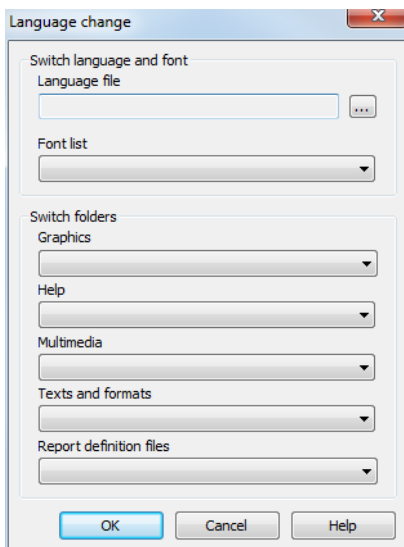
- of the language file: *Language file for Editor -> select desired file*
- of the font list: *Font list in the Editor -> select desired list*

## 10. Paths for language switch of the Runtime help

The files necessary for language switching are automatically created in the required subfolders of the **Files** node when a language file is created:

- ▶ Graphics
- ▶ Help
- ▶ Multimedia
- ▶ Texts and formats
- ▶ Report Viewer

At the configuration of function Language switch (on page 45) the respective folder can be selected:



### Attention

*The files must have the same name in the different languages, but they are stored in different folders.*

The default path is already given in the Editor. If the function Language change is executed, the path is changed. It is also possible to create individual folders in the project tree in node **File**.



### Information

*It is possible to create several levels of subfolders in the node **File**. In function language switch you can only select folders which are located in the first level.*

If the language switch is not activated, the default paths are the standard folders.



### Attention

*In general, language switching in Runtime is not possible with the HMTL help on Microsoft operating systems. Help in which the language can be switched must be configured via a HTML screen.*

*Exception: Help under Windows CE.*

## 11. Function Language switch

With this function, text information can be provided in different languages in Runtime, in order to switch labeling for buttons for example.

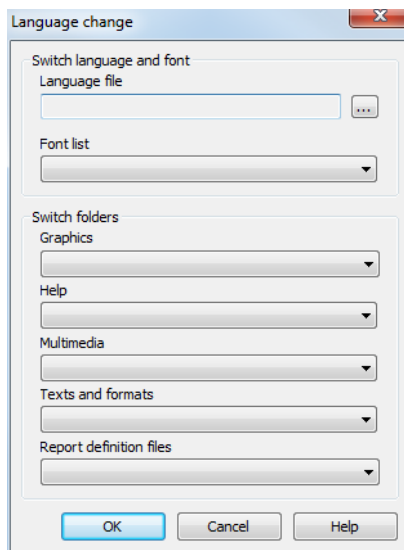
When creating a new language file, a language-specific subfolder is created in the respective files for graphics, help, multimedia, texts and format, and Report Viewer. This is given the same name as the new language file. The respective files are stored in this folder. The active subfolder can be switched with the **Language switch** function. If there is no file with the given name present in the folder, an attempt is made to load the file from the superordinate non-language-specific folder.

To configure the function:

1. Select **Function new...**
2. Navigate to node **Application**
3. Select **Language switch**.
4. Configure the language switching in the dialog that opens.

The function switches to the configured language file when called up.

## CONFIGURATION DIALOG



Options	Description
<b>Language file</b>	Opens the file manager for selecting a language file.
<b>Font list</b>	Drop-down list with a list of the fonts defined in the editor.
<b>Folder switching</b>	Contains paths for required files.
<b>Graphics</b>	Drop-down list to select the language-dependent subfolder for graphics.
<b>Help</b>	Drop-down list with language-specific subfolders for CHM files in Runtime help.
<b>Multimedia</b>	Drop-down list to select the language-dependent subfolder for multimedia files.
<b>Texts and Formats</b>	Drop-down list to select the language-dependent subfolder for texts and formats
<b>Report definition files</b>	Drop-down list to select the language-dependent subfolder for Report Viewer.
<b>OK</b>	Accepts configuration, creates the function and closes the dialog.
<b>Cancel</b>	Discards settings, closes the dialog and creates the functions without a target.
<b>Help</b>	Opens online help.