GUI Language Manager Crestron Module Help

CONTACT SUPPORT:

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GENERAL INFORMATION

SIMPLWINDOWS NAME:	GUI Language Manager V1.21
CATEGORY:	Miscellaneous
VERSION:	1.21
SUMMARY:	Enables touch panels to support multiple language, by ready GUI texts to be loaded to the touch panel from .csv files with each language texts
CRESTRON HARDWARE REQUIRED:	3-series & 4-series processor **only**
SETUP OF CRESTRON HARDWARE:	N/A
CABLE DIAGRAM:	N/A

NOTES:

General Notes:

The module is used to make it easy to have the ability to change the touch panel GUI to the desired language, each language texts should be saved in a separate .csv file, and the module reads each file when the corresponding language is selected.

The language files should be saved in CSV UTF-8 file, the program use the UTF-8 encoding to read data from the file, using other encodings will cause Unicode language texts not to show properly on the touch panel.

The language files should be loaded to the controller's memory, the files should be loaded to the "NVRAM" folder or any sub-folder in it, and the complete path of the file should be passed to the **language_*_gui_text_file_path** module parameter so the module would use this file to read the GUI Texts from.

With this module no need to create a page/subpage for each language to be supported, just create the normal GUI file for your project, make sure that each GUI object in your touch panel file will have its own Serial Joint number, and link these joints to the signals from the GUI Texts, and every time a language is selected, the text in the GUI objects will be updated with the corresponding language text.

This module is processor licensed, meaning that the module will not work in full if it is not licensed to the target processor, in this case the module will indicate that on the **module_is_activated** signal and it will read only the first 150 GUI text entries for the first language and the first 15 entries for all other languages if it is not licensed properly, in order to license it you will need the License key and Activation key which can be acquired by visiting http://ultcontrol.com/modules/gui-language-manager/

License and Activation Keys can be loaded to the program directly using the **license_key** and **activation_key** parameters, this will make the keys static in the program, if there will be a need to change the license and activation keys, programmer will have to enter the new ones and reload the program again

It is possible to load the license and activation keys dynamically using the **license_file_path** parameter, this will be by passing the license and activation keys to the module through a license information file loaded to the path set in this parameter, this will be handy in case of typical rooms program, programmer can use the same program to load to all rooms, and load different license file to each processor, without the need to recompile each room program to pass the correct license and activation keys

CONTROL:

get_language_*_gui_texts	D	Use to read the GUI texts for the corresponding language, you can select 1 out of 5 language, this action reads the GUI texts from the corresponding file set in the **language_*_gui_text_file_path** parameter

FEEDBACK:

language_*_is_selected	D	Display the currently selected language.
gui_text_count	A	Displays the total number of GUI text entries read from the corresponding file.
gui_text_*	S	Display the GUI text entry read from the corresponding file, up to 500 entries can be read from the text file.
module_is_activated	D	High to indicate that the module is activated successfully with the supplied license and activation keys

PARAMETERS:

license_key/license_file_path	S	String for the module License Key, this can contain one of the following: - License Key String, this will be the license key acquired from the link below, this will be static in the program and will not be possible to change dynamically - License Information File Path, this will be the path of the license information file acquired from the link below, this will be useful to change the license and activation keys dynamically without the need to reload the program with the new key Please visit http://ultcontrol.com/modules/gui-language-manager/ to get your license key
activation_key	S	String for the module Activation key, please visit http://ultcontrol.com/modules/gui-language-manager/ to get your activation key, you will need to have a valid license key and the serial number of the processor to be used with the module to get the activation key
language_*_gui_text_file_path	S	String for the path of each language data file, this data file is a .csv containing the GUI texts to be loaded when language is selected. **Note:** It is important to keep the first line in the language files with the following keys, this is how the module knows which field to read to get the GUI texts, these keys are case insensitive, this will enable the module to identify keys to be read from the file in any case. "id" indicate that this field will contain the GUI text ID, usually use the corresponding button serial joint number to make it easier to understand the file when read by humans. "text" indicate that this field will contain the GUI text, this is the text that will be loaded to each GUI object on the touch panel.

TESTING:

OPS USED FOR TESTING:	3-Series: v1.603.4242.36971
SIMPL WINDOWS USED FOR TESTING:	4.14.31
DEVICE DB USED FOR TESTING:	200.40.004.00
CRES DB USED FOR TESTING:	202.05.002.00
SYMBOL LIBRARY USED FOR TESTING:	1128
SAMPLE PROGRAM:	GUI Language Manager V1.21 Demo DIN-AP3

REVISION HISTORY:	V1.0: - Initial Release
	V1.10: - Adding more entries for text to be read from GUI language files
	V1.11: - Providing feedback to indicate the currently selected language
	V1.12: - Providing feedback to indicate if the module is activated or not
	         - Grouping signals into groups based on functionality
	V1.20: - Use .csv files for text files instead of .txt for easier management
	         - Make the field keys reading from the text file case insensitive
	         - Increase the number of text entries to 500 texts
	V1.21: - Allowing to pass License and Activation Keys to the module through a license file loaded to the processor's file system
	         - Error and info messages are reported to the processor's error log
	         - Fix selected language status if data file doesn't exist, if file doesn't exist the selection feedback will have no change