Multi-languages Settings

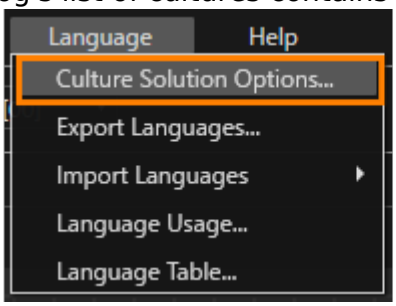
CGI Studio's multi-language support feature allows you to easily switch between languages. This section describes how to use this feature to switch between English and Japanese units of measure such as miles and kilometers.

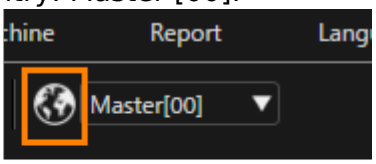
> For more information about SceneComposer's Multi Language Support and the Culture feature, refer to the documentation for the Translator Plugin.

Culture Solution Options

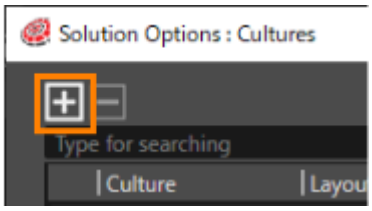
To display text in multiple languages, you must first create a culture.

1. In the menu bar click [Language] then select [Culture Solution Options...]. Alternatively click the [Culture Solution Options] button in the toolbar.
   - The [Solution Options: Cultures] dialog will appear.
   - The dialog's list of cultures contains one entry: Master [00].





2. In the [Solution Options: Cultures] dialog click on the [Add Culture] icon located in the upper-left corner of the dialog.
   - A new culture will be added to the list of cultures.



3. For the newly created culture select "English[en]" from the pull-down menu.
   - The culture of this list entry is set to English.

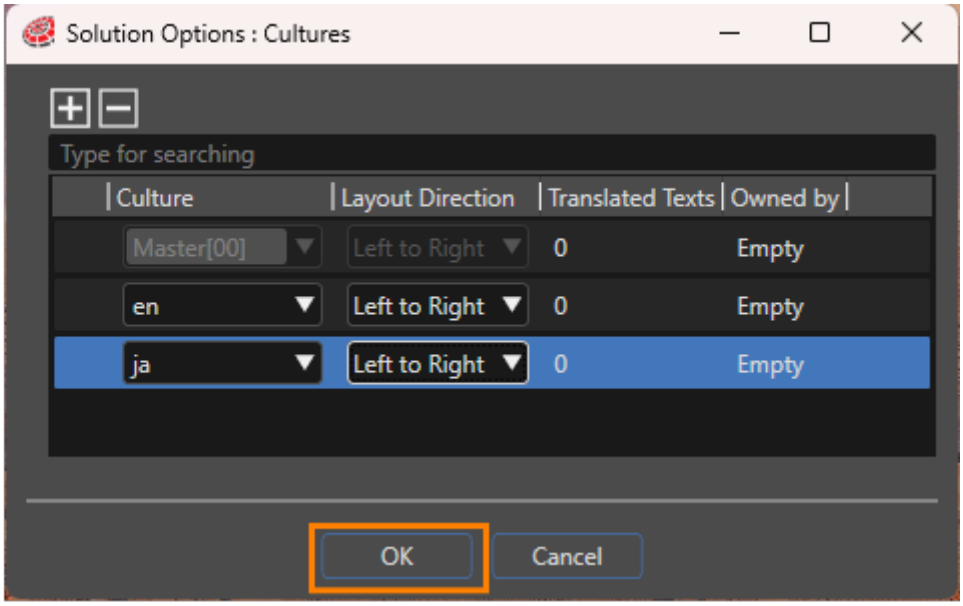
>

> You can narrow down the list by typing "English" at the top of the pull-down menu, then select your favored list entry with a mouse click.

4. Configure the English culture's Layout Direction to "Left to Right" using the pull-down menu.
   - The English culture has been configured successfully.

   > A culture's Layout Direction is usually similar to a language's reading direction.
5. Repeat steps 2 to 4 to add another culture entry for Japan. From the pull-down menu, select "Japanese [ja]". To narrow down the list, type "Japanese" at the top of the pull-down menu.
   - A new culture for Japan has been created and configured.

6. Press the [OK] button at the bottom of the dialog to confirm your configurations and close the dialog.



You can configure multiple languages as needed by following the steps above.

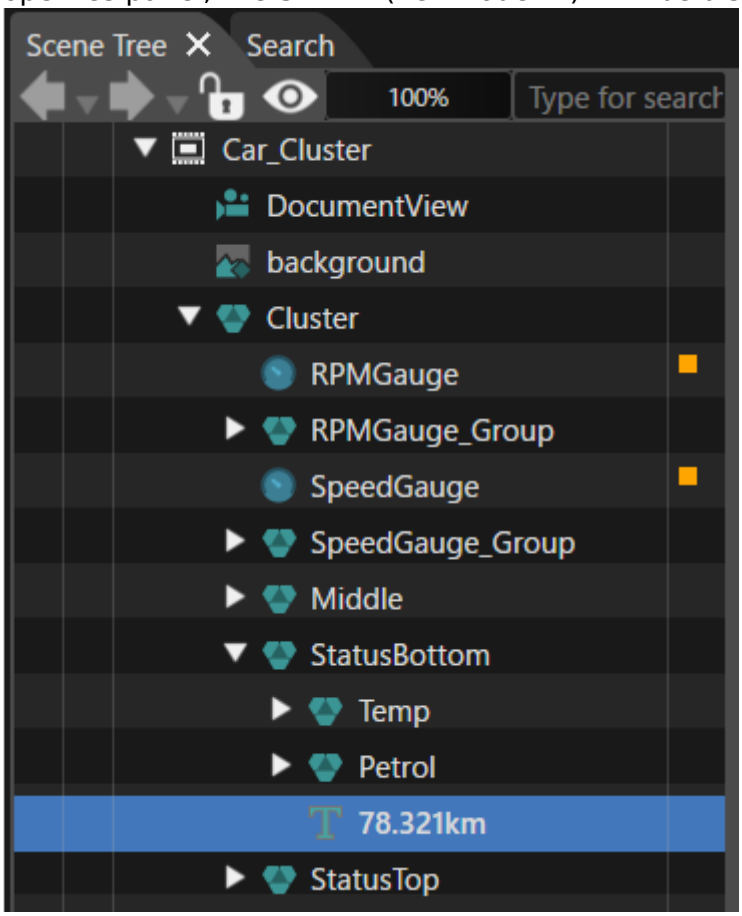
Language Table Configuration

After configuring the culture settings, you need to set up a Language Table that includes the language-specific variations of each text. In the steps below we will configure English and Japanese language variations for a text of a TextNode2D.

1. In the Solution Explorer, navigate to [Scenes>Car_Cluster] and open the Car_Cluster scene with a double-click.
   - In the Scene Editor you can see that Scene "Car_Cluster" is opened.

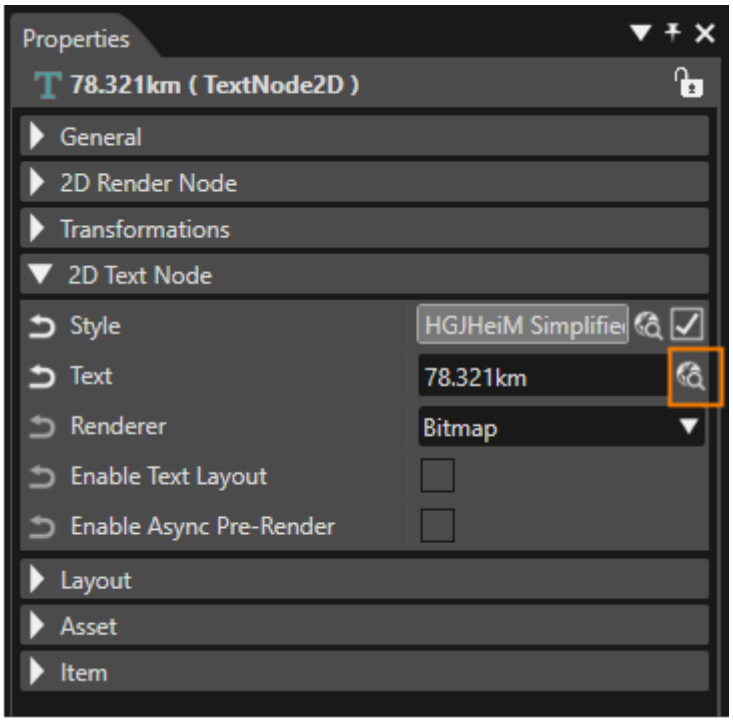
- In the Scene Tree panel you can see the scene tree of "Car_Cluster" scene.

2. In the Scene Tree panel, expand "StatusBottom" and click on "78.321 km" displayed.
   - In the Properties panel, "78.321km (TextNode2D)" will be displayed.

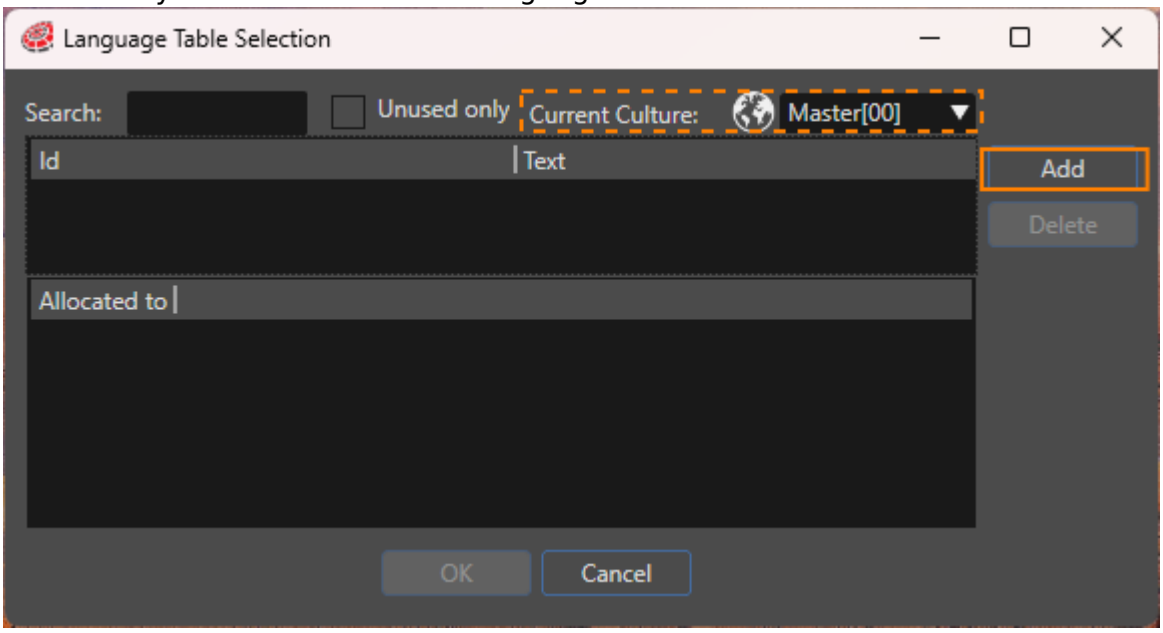


3. In the Properties panel's [2D Text Node] section, click the select item icon on the right side of the Text property.
   - The [Language Table Selection] dialog will be opened.

> The [Language Table] dialog box can also be opened via the menu bar [Languages] - [Language Tables...].



4. In the [Language Table Selection] dialog, make sure that "Master[00]" is selected as Current Culture, them click the [Add] button
   - A new entry will be added to the Language Table.



5. In the [Language Table Selection] dialog, enter "78.321 km" into the [Text] input field of the newly added Language Table entry.
   - This text input value will be displayed if "Master" is selected as the actively displayed language.

> If no text for the Master language is defined, the text ID will be displayed.

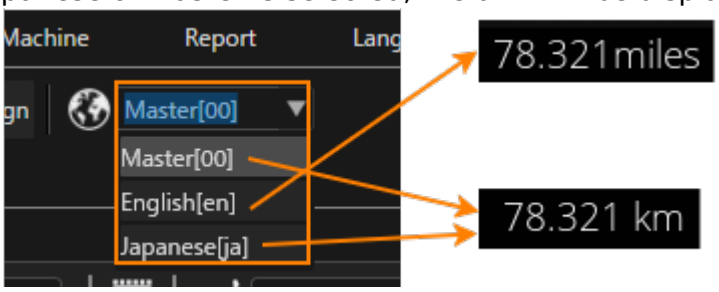
6. In the upper-right corner of the [Language Table Selection] dialog, switch the [Current Culture] to "English" and enter "78.321miles" into the [Text] input field of the displayed Language Table.
   - After switching to "English", only the texts defined for the English language will be displayed.
   - You might have noticed that the ID stayed the same after switching to English.
   - This text input value will be displayed whenever "English" is selected as the actively displayed language.
7. Similarly, switch [Current Culture] to "Japanese" and enter "78.321 km" in the [Text] input field of the displayed Language Table.
   - After switching to "Japanese", only the texts defined for the Japanese language will be displayed.
   - This text input value will be displayed when "Japanese" is selected as the actively displayed language.
8. Press the [OK] button at the bottom of the dialog to close it.
   - The Language Table Selection dialog will be closed.

This completes the configuration of text to be displayed in response to language switching.

Operation Confirmation

Verify that the settings configured in the previous section are working correctly in SceneComposer.

1. In the SceneComposer's toolbar use the pull-down menu to the right of the [Cultural Solution Options] to switch languages.
   - In Scene Editor you can observe the changes in the StatusBottom's range display.
   - When English is selected, the unit will be displayed as "miles".
   - When Japanese or Master is selected, the unit will be displayed as "km".



> For further information and an advanced configuration example, please refer to our Tutorial for Globalization Support.

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