SceneComposer Translator Plugin

- Globalization License
- Create and Manage Cultures and Translatable Texts
- Import and Export of Language Packs

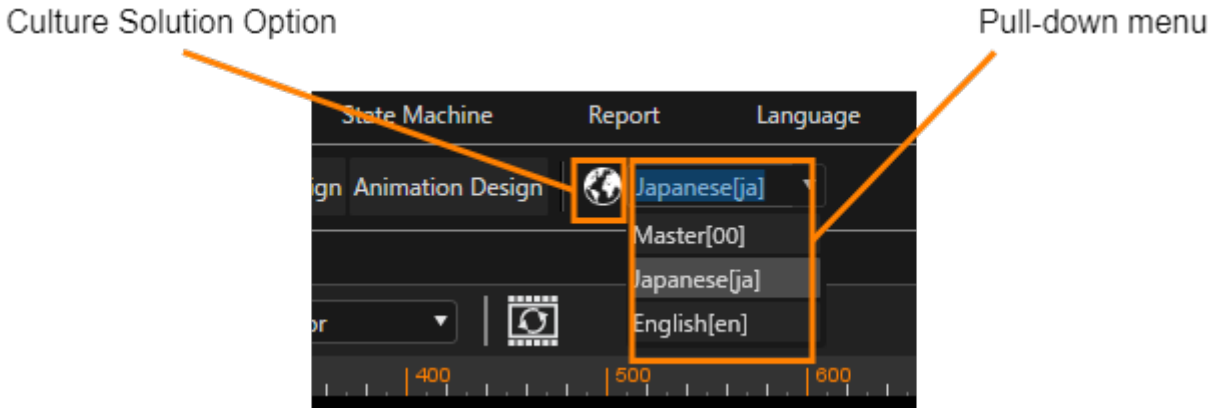
Globalization License

If the Translator Plugin files are present but no translation features are accessible in Scene Composer, please ensure that the *Globalization* license is acquired. Refer to the menu *Help* > *Licenses*.

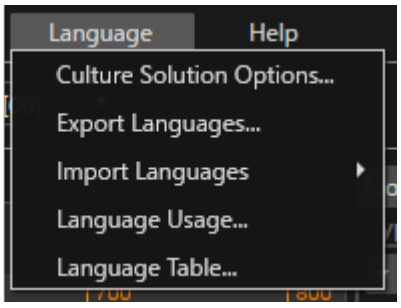
Create and Manage Cultures and Translatable Texts

This page describes the UI of each menu and feature for multi-languages settings. Please refer to the explanation on here for details on how to configure multi-languages settings using this feature.

The translator plugin is fully integrated into SceneComposer. The SceneComposer toolbar provides an icon for opening the [Culture Solution Options] dialog as well as a drop-down menu for selecting an already created culture.



In addition, the [Language] menu on the menu bar contains the following five menus.



- Culture Solution Option
  Open the Culture Solution Option Dialog, where the user can add, edit or remove Culture as the multiple languages setting. By selecting a Culture in SceneComposer, you can switch between the displayed language of the solution. The translated texts displayed when selecting a Culture are configured in the Language Table.

- Export Languages
  Opens the *Select Cultures* dialog where you can select the languages you want to export and - after browsing to an export file path - you can export your selected languages in the

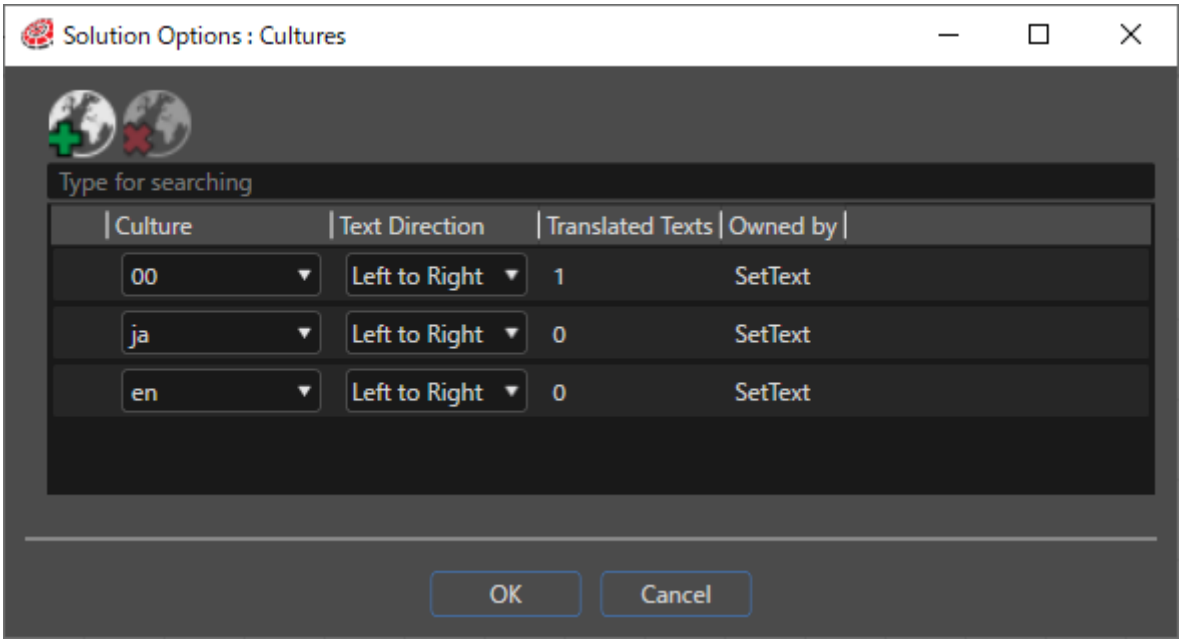
format you prefer to the location you selected by pressing *Export*.

- Import Languages
  Opens the **Import Languages** dialog, where you can import a target file into the solution from any of the following sources: “Language Pack Source,” “Excel file,” or “XLIFF file (.xlf).”
- Language Usage
  Opens the Language Usage Dialog, where all Text Properties of the solution are listed. For those Text Properties that have a translatable text assigned, the *Text Id* and the *Text* value for the current culture are displayed. It is also possible to assign or unassign a translatable text for a Text Property.

- Language Table
  Opens the Language Table Dialog, where the user can add, edit or remove translatable texts. The Id of each translatable text is unique. The Text value for a certain culture can be accessed by selecting the respective culture in the Current Culture drop-down.

Culture Solution Option

To create text in different languages, a culture must be created. This is done by clicking on the Culture Solution Options button on the toolbar.



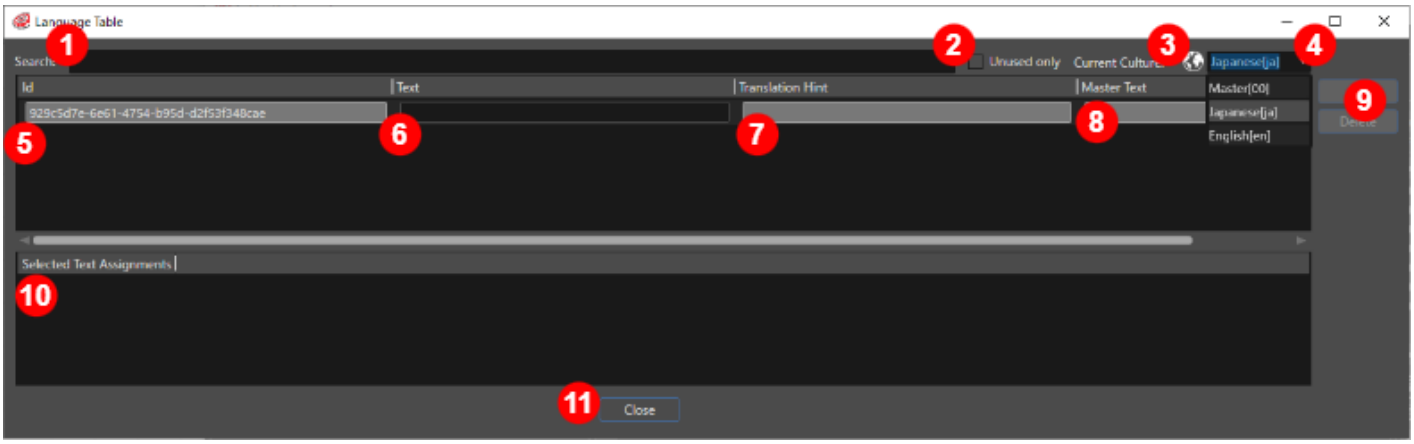
See Solution Options > Culture for a detailed description of each item in the dialog that appears.

Language Table

Through the Language Table, you can configure the text that will be displayed when you select a language configured in Culture. Here, you can add, edit, or delete translated texts for each Culture.

The translated text is the text that will be displayed according to the selected Culture in Scene Composer.

The settings can be accessed from the [Languages > Language Table...] menu bar. The settings are made in the Language Tables dialog, which can be opened from the menu bar [Languages>Language Tables...].



(1)	Search field	You can search for a specific text entry by entering any string into the search field.
(2)	**Unused only** check box	When this check box is enabled, only text that is not assigned to a text object in the solution will be displayed.
(3)	Culture Solution Option button	Click this icon to display the Cultures dialog box.
(4)	Select Cultures	Select a configured culture from the pull-down menu.
(5)	ID	A unique identifier assigned to each translation text. It is automatically assigned when you add a translation text line by pressing the Add button.
(6)	Text	Sets the text to be displayed when using the culture currently selected in the Culture Selection pull-down menu.
(7)	Translation Hint	Allows you to enter a description for the translated text line.
(8)	Master Text	Displays the text of the master culture. This item is not displayed when a master culture is selected in the culture selection pull-down menu.
(9)	Add/Delete button	This button allows you to add/delete language table setting rows. These buttons are only enabled when the master culture is selected in the [Current Culture] field.

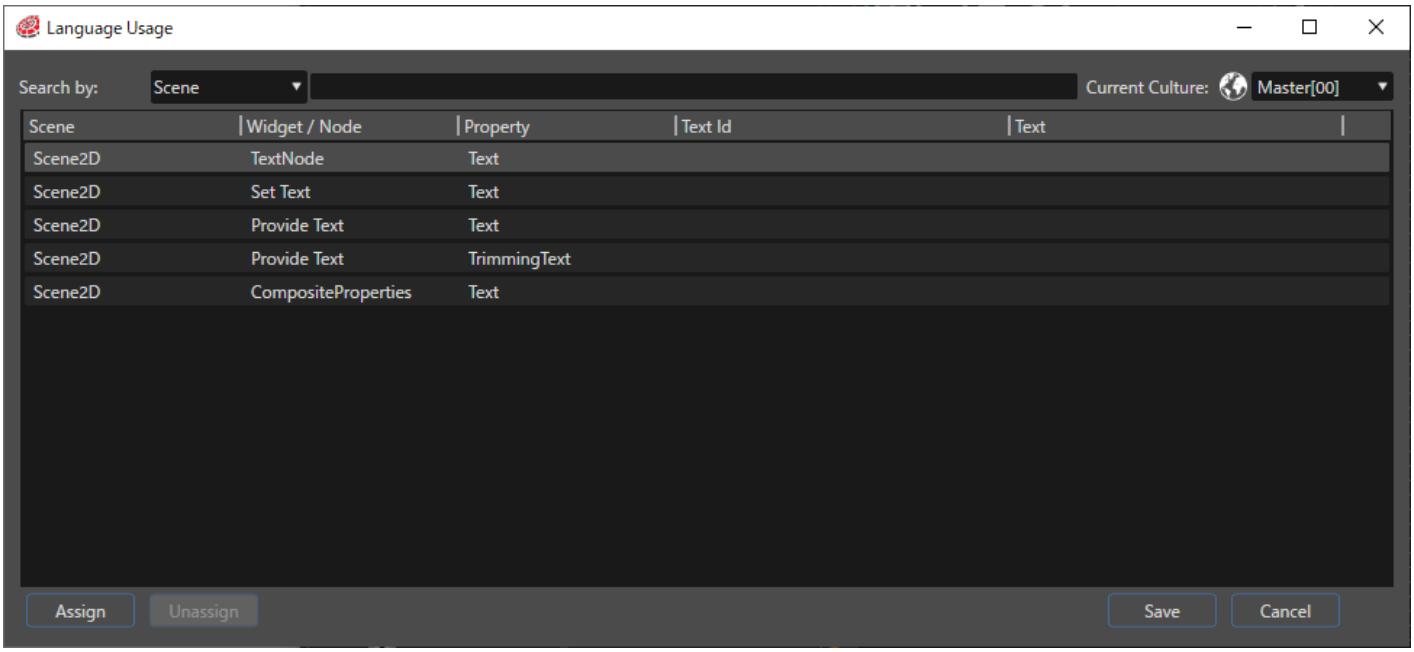
(10)	Selected Text Assignments	Displays the node to which the translated text line has been set.
(11)	Close button	Closes the Localization Table dialog box.

Language Usage

For editing the texts' properties, Scene Composer provides the Text Properties Dialog, which can be opened via the menu *Language > Language Usage...*.

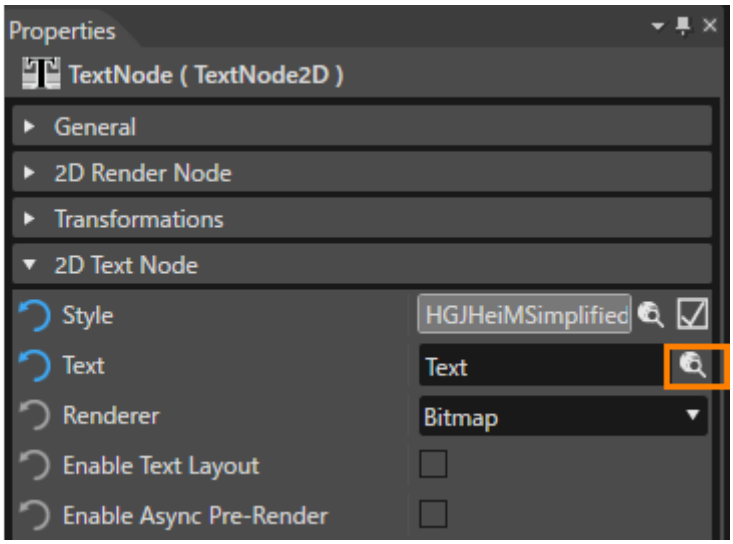
This dialog lists all Text Properties of the solution. For those Text Properties that have a translatable text assigned, the *Text Id* and the *Text* value for the current culture are displayed. The current culture can be changed in the drop-down menu on the right. If necessary, the *Solution Options: Cultures* dialog can be opened with the globe icon on the left of the drop-down menu.

When pressing *Save*, the changes made to the Text Properties will be applied to the solution.



- When pressing the Assign button on the bottom of the dialog, the Language Table Selection dialog is opened where a text can be chosen from the list.
- Assigning texts to Text Properties can either be done in the Language Usage Dialog or in the Text Properties Panel.

The *Language Table Selection* dialog can also be opened when editing a Text property by clicking on the icon *Select template for item*.



Switching Cultures

If cultures and texts have been created and the texts are assigned to Text properties, the culture can be switched using the drop-down in the toolbar. As soon as another culture is chosen, the solution will be displayed in the other language.

> If there is no text configured for a certain language, the *Text Id* will be displayed instead. Using this id, the missing text can easily be identified and found in the Language Table using the search function.



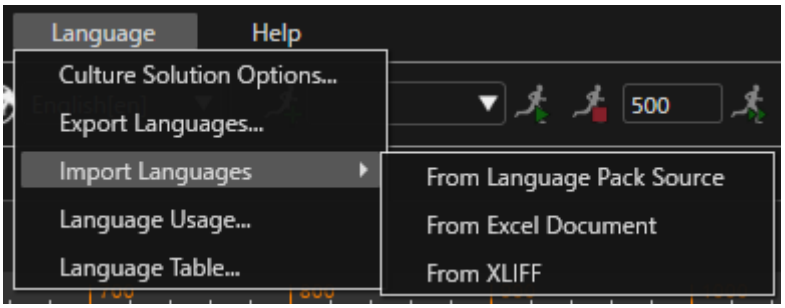
Import and Export of Language Packs

Importing Language Data

You can import the solution's cultures and language tables from a Language Pack Source (.lps), an Excel file (.xlsx/.xls), or an XLIFF file (.xlf). Start the import from [Language > Import Languages], choose the source file type, and then select the target file.

> If you choose XLIFF (.xlf), select and import the individual .xlf files prepared for each culture (specify the files for each language/culture separately).

> When importing multiple .xlf files selected at the same time, the Master Text for a given key must exist and be identical across all selected files. If the Master Text differs for the same key, the text from the first selected file replaces the Master Text. For details on Master Text, see item 8 in the Language Table.

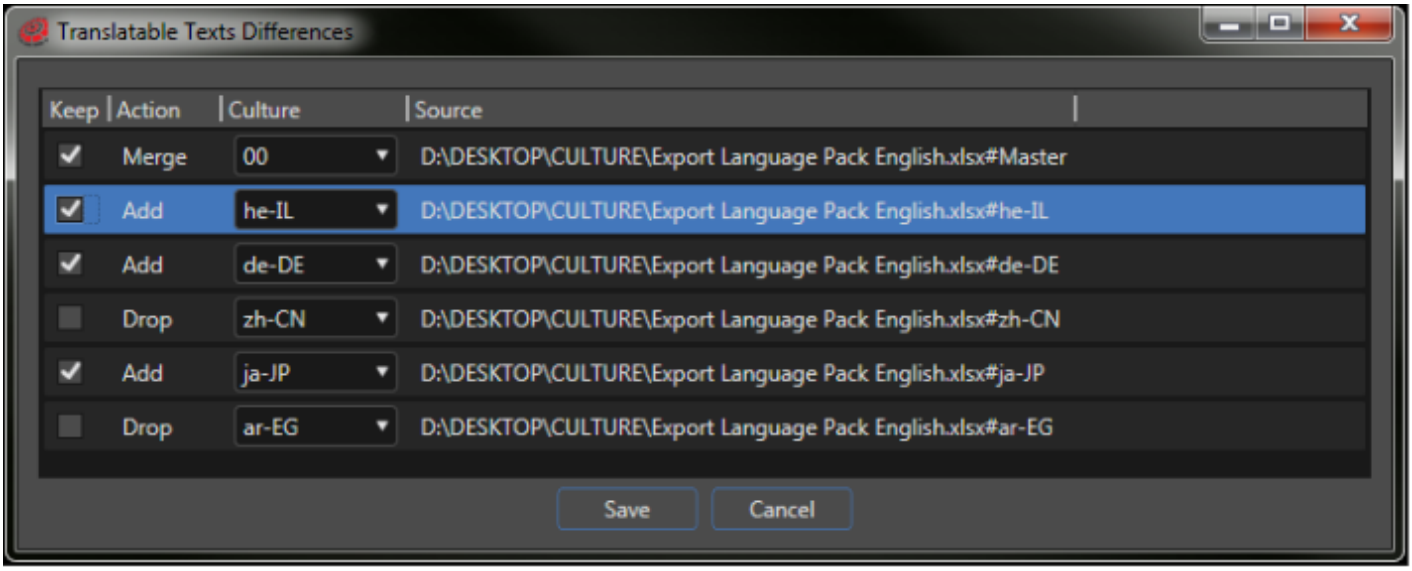


The final step of the language import process is to show the differences between the texts in the import file and the texts in solution. There are three possible actions:

- **Add** : Indicates that the language does not already exist in the solution and will be imported from the file.
- **Merge**: Means that the language already exists in the solution and only the content differs. New texts will be added and already existing texts will be updated.
- **Drop** : When unchecking a language entry in the Translatable Text Differences dialogue, the Action changes automatically from Add/Merge to Drop. If the initial action was *Add*, this means that the language will not be added to the solution. If the initial action was *Merge*, this means its texts will not be updated and new texts from the import files will not be added to this language in the solution.

> The *Drop* action does not mean that the language will be removed from the solution. The removal of a language can be done from *File > Solution Options* in the *Cultures* tab.

> When you import an XLIFF file, the system automatically synchronizes the target file to `\Solution\Resources\TranslationFiles` under the solution folder. For details, see Automatic Synchronization of XLIFF Translation Files.



Automatic Synchronization of XLIFF Translation Files

The system automatically synchronizes translation data imported as XLIFF files (.xlf) to the dedicated folder `\Solution\Resources\TranslationFiles` under the solution folder. With this synchronization, the system automatically restores the language table when you reopen the solution.

Behavior During Import

- If the `\Solution\Resources\TranslationFiles` folder does not exist when you run the import, the system creates it automatically.
- After the import, when you **save** the solution, the system automatically copies the imported .xlf files to the TranslationFiles folder.
- The system converts any .xlf file whose file name does not conform to the ISO language code into the `{languageCode_Id}.xlf` format before saving.
  If you do not perform a **Save**, the system does not copy the files to the TranslationFiles folder.

Behavior When Reloading the Solution

- When you reopen the solution, the system automatically reloads all .xlf files in the TranslationFiles folder into the language table.
- The reload also includes any file in the `{ISOCode}.xlf` format that you added to the folder after the previous save.
- You can import multiple .xlf files at the same time (bulk import).

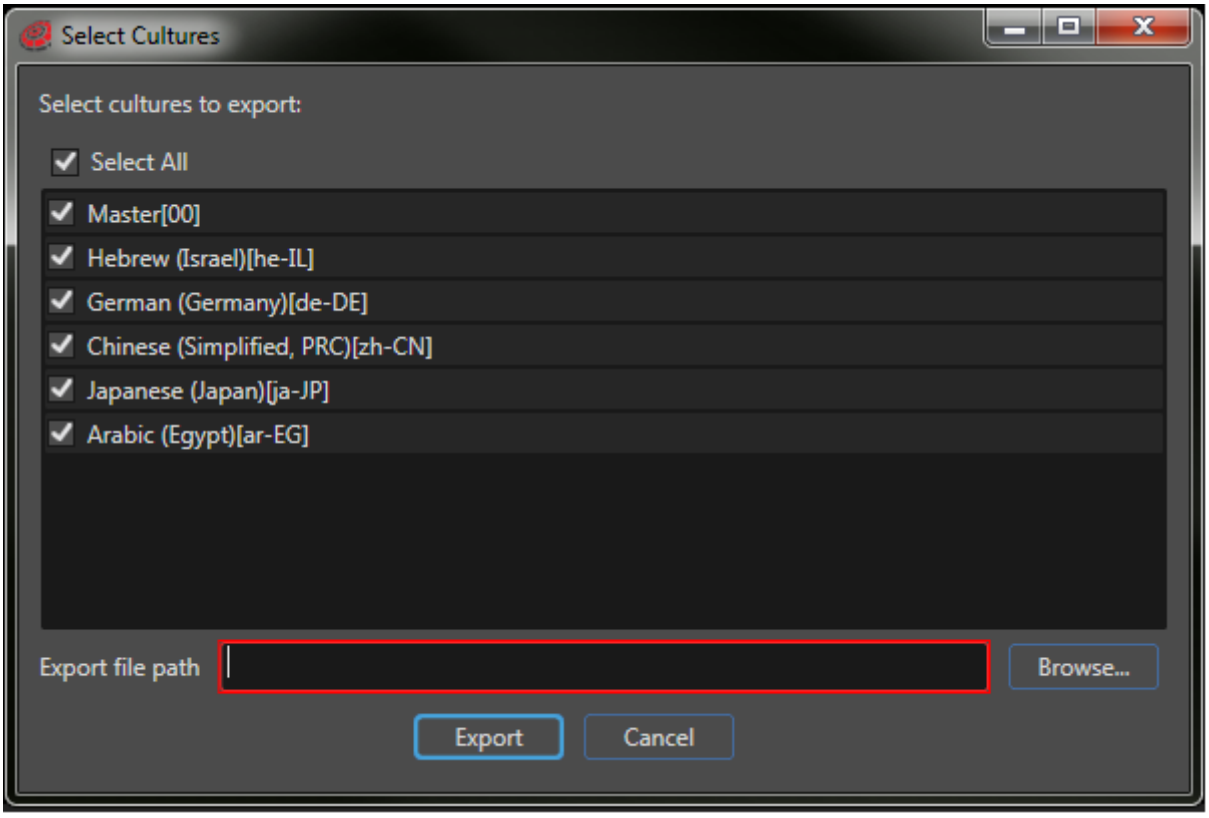
Synchronization Behavior on Deletion

The behavior when you delete a culture in Scene Composer or an .xlf file in the TranslationFiles folder is as follows.

User Action	System Behavior
Delete a culture in Scene Composer	The system also automatically deletes the corresponding .xlf file in the TranslationFiles folder (to prevent it from being re-imported on the next reload).
Manually delete an .xlf file in the TranslationFiles folder	The cultures in Scene Composer are unaffected, and existing cultures are preserved.

Export of Language Pack Sources

The translatable texts of the current solution can be exported by going to *Language* > *Export Languages...*, which opens the *Select Cultures* dialog.

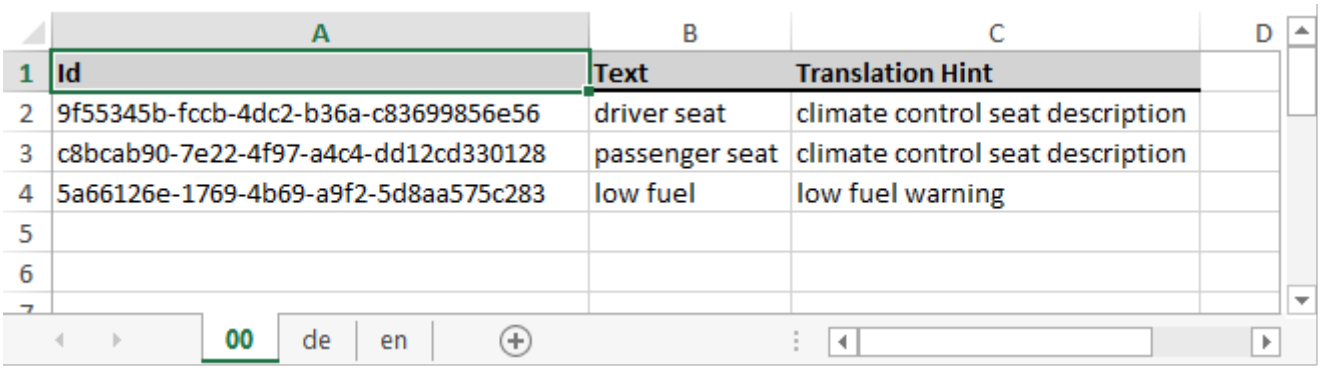


- The *Select Cultures* dialog allows the choice of which cultures to be exported or not.

- Languages can be exported to a Language Pack Source (.lps), an Excel file (.xlsx/.xls), or an XLIFF file (.xlf).
- Click the *Browse* button to select the *Export file path*, choose the format in the *Save as type* drop down and click *Save*.
- Click the *Export* button to finalize the languages export.

Please note that only the texts that have a correspondent in the master language texts, considering their Id, are included in the export, all the others being ignored. In this case warnings will be added to the Output tab in Scene Composer.

- Exporting languages as Language Pack Source file creates a .LPS file that contains the master language and all the other languages available in the solution. The exported .LPS file can be compiled and appended using the CGI Studio Language Appender.
- When exporting in XLIFF format, a separate .xlf file is generated for each language (culture). The culture identifier is appended to the file name: the Master language is exported as `Languages_00.xlf`, and each language as `Languages_{culture}.xlf` (e.g., `en`, `ja-JP`).
- Exporting languages as Excel document creates an Excel file that contains one sheet for the master language (named Master) and a sheet for each of the other languages in the solution having an identical name with the respective culture (e.g. de-DE, en-US, fr-FR). Each sheet has a header on the first row, with 3 columns: *Id*, *Text*, and *Translation Hint*. The following rows contain the translatable texts.



	A	B	C	D
1	**Id**	**Text**	**Translation Hint**	
2	9f55345b-fccb-4dc2-b36a-c83699856e56	driver seat	climate control seat description	
3	c8bcab90-7e22-4f97-a4c4-dd12cd330128	passenger seat	climate control seat description	
4	5a66126e-1769-4b69-a9f2-5d8aa575c283	low fuel	low fuel warning	
5				
6				

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