# Adding Support for Far East or other Unicode languages.

In case your OS default language is not Far East or other Unicode language you might experience some troubles with providing support for these languages under Delphi or C++Builder. TsiLang handles Unicode languages pretty well but you will need to make some special actions in order to properly display and edit such languages.

First at all you will need to adjust **Fonts** and **Charsets** before typing Unicode language. Please make the following:

1. Ensure that your OS is able to type needed languages, for example using Notepad application.
2. Open TsiLang **Translation Editor** (double-click on TsiLang).
3. Select **Fonts** in the **Translations Tree** and set there appropriate font (the font that supports) for the needed language. Usually Tahoma font is able to display most languages
4. Switch to the **Charsets** in the **Tree** and set appropriate charset for the Unicode language.
5. Select in menu **Tools->Default Languages** and add there languages with font and charset assigned. Something like the following:
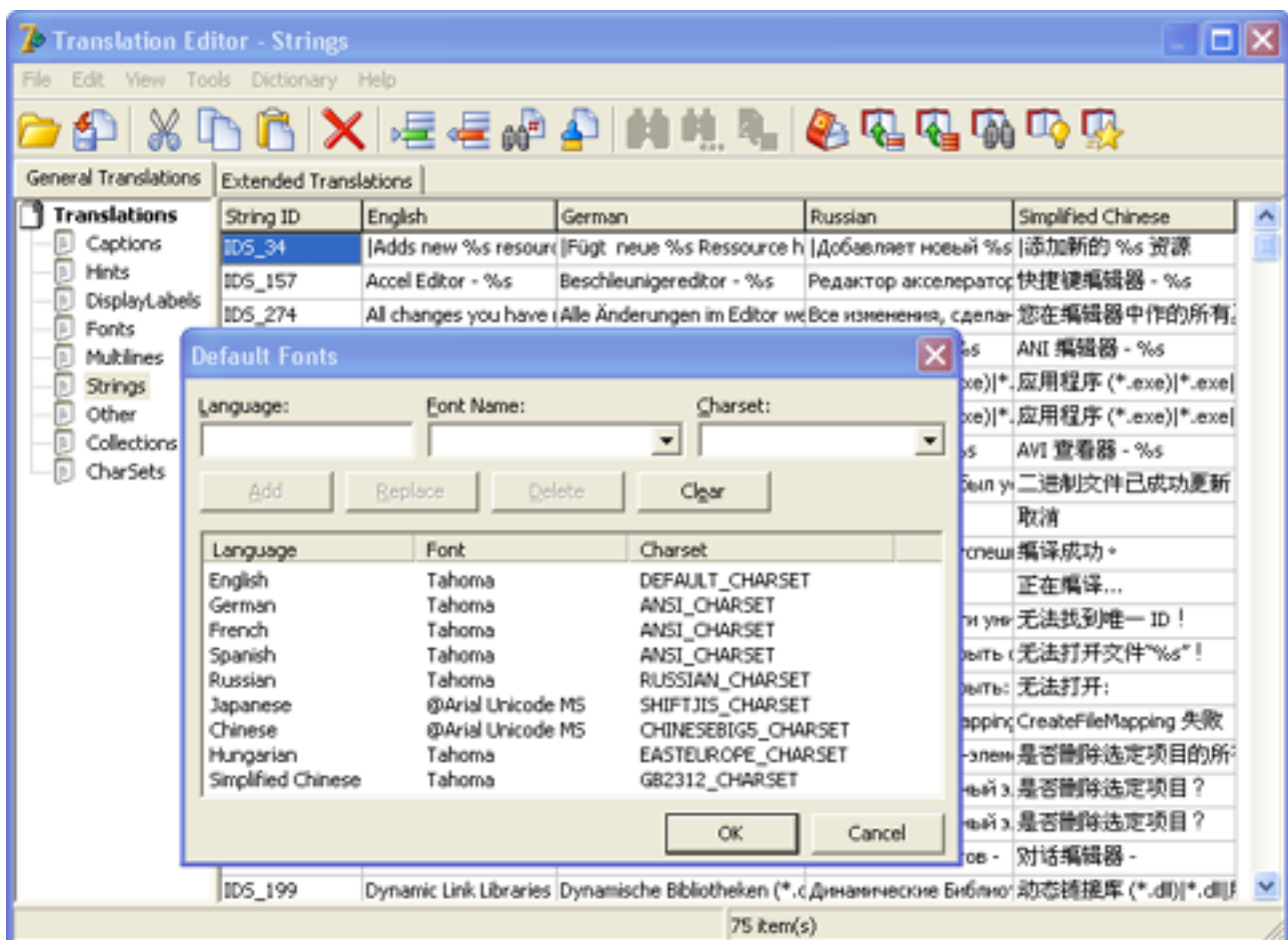
Picture 1: Default Fonts

6. After this you will be able to type and see the needed language under **Translation Editor**.

But not all Delphi controls will be able to display the Unicode languages fine if your default locale is not the same as this language. In order to be able to display it you will need either:

1. To set this language as default locale. (*Sometimes it is also required to set this language to the "Language for non-Unicode programs" option under Control Panel*)
2. To use **Unicode** VCL controls instead of standard. The Unicode controls like TNT Controls

(http://www.tntware.com) or ElPack are supported by TsiLang as well.

3. Replace standard VCL controls that are just wrappers for Windows controls like TButton, TCheckbox and others with controls that take in account Font and Charset settings while draw themselves. For example TButton can be replaced with TBitBtn. Also you may need to add owner-draw functionality to the controls that can't be replaced, for example TComboBox. In that case you will need to draw each item manually in OnDrawItem event and draw text using Font and Charsets settings.

The case #3 is the most complex and the most easy cases are #2 or #1.

TsiLang Components Suite home page: http://www.tsilang.com

Latest version can be downloaded from: http://www.tsilang.com/download.html