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:

🥻 Translation Editor - Strings 📃 🗖 🔀							
File Edit View Tools Dictionary Help							
🗁 🜮 🕺 🕒 🖺 🗙 🖷 🖷 🖓 💁 🗰 변, 🥾 🗞 🗞 🗞 🐼 🐼							
General Translations Extended Translations							
Translations	String ID	English	German	Russian		Simplified Chinese	^
- D Captions	ID5_34	Adds new %s resource	Fügt neue %s Ressource h	ПДобавляет нов	ый %6	添加新的 %s 资源	
- E Hints	IDS_157	Accel Editor - %s	Beschleunigereditor - %s	Редактор аксел	ератор	:快捷键编辑器 - %s	
DisplayLabels Fonts	1D5_274	All changes you have (Alle Änderungen im Editor we Bce изменения, сдела				您在编辑器中作的所有。	
	efault Fonts			X	65	ANI 编辑器 - %s	
- D Strings		5	di su si		xe) *.	.应用程序 (*.exe) *.exe	
E Volter	anguage:	Eont Name:	⊆harset:		xe) *.	应用程序 (*.exe) *.exe	
Collections CharSets		1	•	•	ıs	AVI 查看器 - %s	
CharSets	Add	Replace Del	ete Clear		был у	二进制文件已成功更新	
						取消	
	Language	Font	Charset		rcnew	编译成功。	
	English German	Tahoma Tahoma	DEFAULT_CHARSE	т		正在痛译	
	German French	Tahoma	ANSI_CHARSET ANSI_CHARSET		и уня	无法找到唯一 ID!	
	Spanish	Tahoma	ANSI_CHARSET		ыты	(无法打开文件"%s"!	
	Russian Japanese	Tahoma ØArial Unicode	RUSSIAN_CHARSE MS SHIFTJIS_CHARSE		ыть:	无法打开:	1
	Chinese	ØArial Unicode			apping	CreateFileMapping 失敗	
	Hungarian	Tahoma	EASTEUROPE_CHA			是否曾除选定项目的所;	
	Simplified Chinese	Tahoma	GB2312_CHARSET		ный э	是否曾除选定项目?	
			OK	Cancel	њйз	是否曾除选定项目?	
					08 -	对话编辑器 -	
ID5_199 Dynamic Link Libraries Dynamische Bibliotheken (*.‹Динамические Библио' 动态链接库 (*.dl) *.dllf							
75 item(s)							

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