

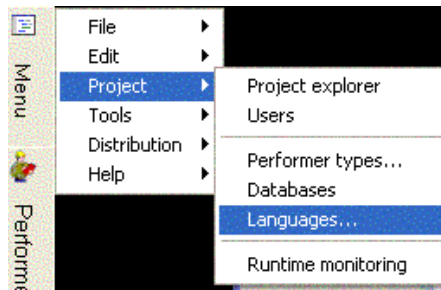
Lesson 7. Multi-language application

You may want your applications to support multiple languages, both the UI and contents. For example, if your application is an information kiosk in an international airport, you would want your kiosk UI and contents to support many languages. Travelers from all over the world can touch the kiosk screen and select the languages they can understand. Your kiosk will instantly switch to the language the user selected. If you develop software for the Canadian government, your software may be required to support both French and English.

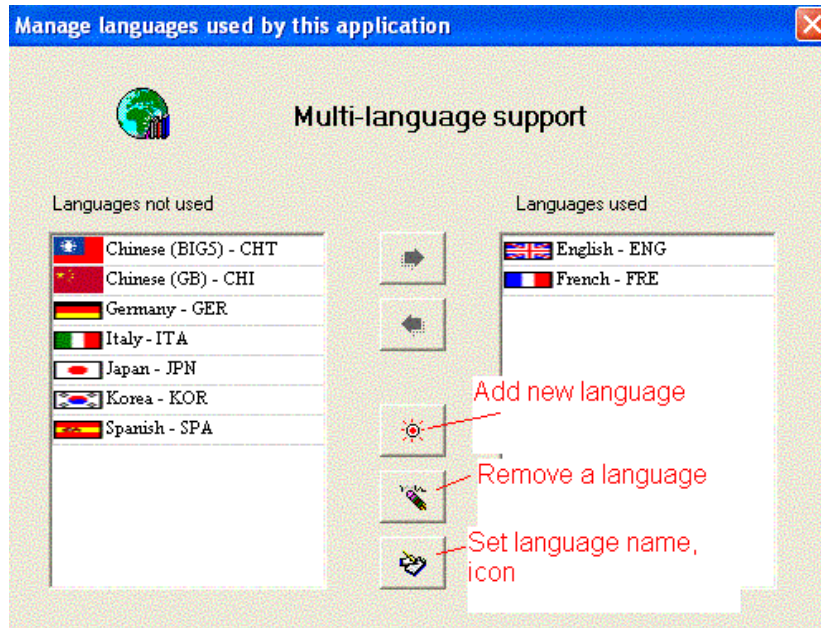
Using Limnor, developing multiple language applications is extremely easy and effortless. You can let your application support as many languages as you want. You do not need to fully translate all your programs. Un-translated parts will simply be displayed using the default language.

7.1. Determine the languages to be supported

Use “Project → Languages...” menu to manage the languages to be supported:



Suppose we want to support English and French. We need to put these two languages in the “Supported languages” list:



7.2. Switch language in design mode

Using Limnor, you develop a multiple language application as if you were developing a single language application. On the top-right corner of the screen, Limnor displays a language sign to tell you which language you are currently developing in. Use menus “Tools→Show language sign” and “Tools→Hide language sign” to show/hide the languages sign:



You can right-click on the language sign to switch the language:



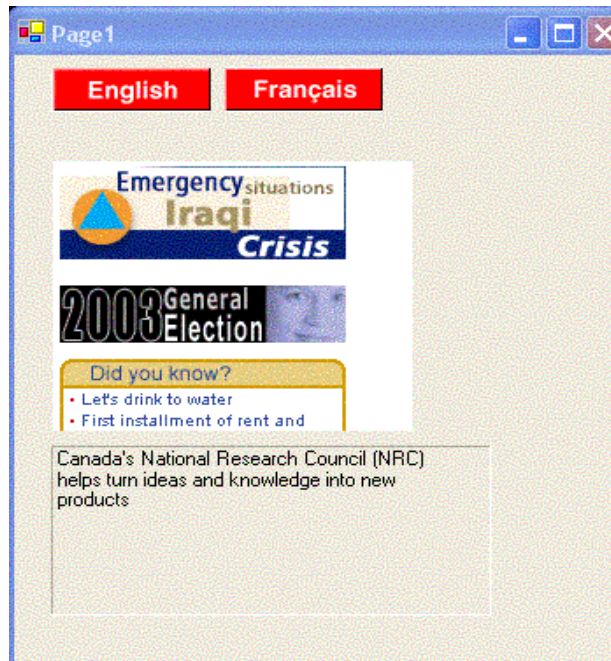
You can use your mouse to drag and move the language sign if it blocks your screen, or you can remove it using Menu → Tools → Hide Language Sign.

7.3. Develop multiple language application

Limnor Codeless Programming System – Lesson 7

Let's make a page with one button for selecting English, another button for selecting French. These buttons enable your users to switch language at runtime. Let's put a picture box and a label on the page as the page contents.

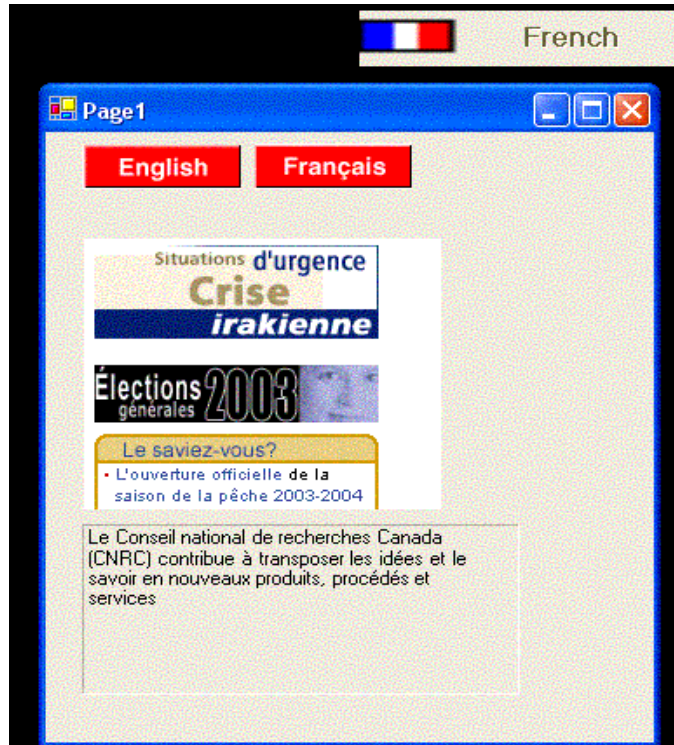
With the language sign shows English, we put an English content picture in the picture box and type in some English text for the label. These are done through the properties window. By now, you should be able to do that.



Now we put French contents in it. To do so, right-click on the language-sign and select French:



Open the properties window; put a French content picture into the picture box, and type some French text into the label:



It looks like the original English contents are overwritten by the new French contents. But in fact, they are not. Notice that language-sign indicates that it is in French mode. Now if you right-click on the language-sign and choose English,



all the English contents are back:

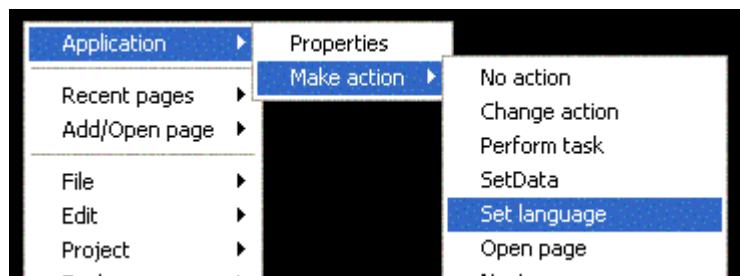


7.4. Enable runtime language switching

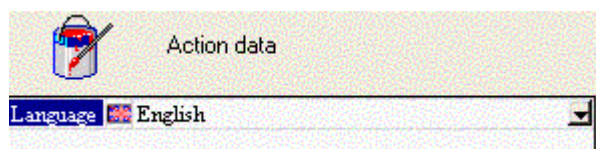
We create two actions to set languages: one action is for English and the other action for French.

We know that every application has an Application performer. The Application performer has a method "Set language" which can be used to switch the language at runtime.

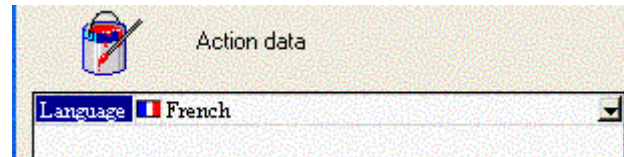
Right-click on the background or on a page; select "Application", select "Make action", choose "Set Language":



Type an action name, say, "English". Choose "English" as the action data:



In the similar way, create an action named “French”, and choose French as the action data:



Now assign these two actions to the two buttons on the page. Right-click on the English button, select “Assign actions”; choose “Click” and choose “English”. Right-click on the French button, select “Assign actions”; choose “Click” and choose “French”.

We are done. Press F2 to try it.

7.5. What we learned in this lesson

- You can choose to let your applications to support as many languages as you want.
- At design time, you can instantly switch to any language. You develop a multiple-language application as if you were developing a single-language application.
- At runtime, your users can instantly switch to different languages.

7.6. Exercises

Exercise 1. Create an application with the same layout and functionality as the sample application described in this lesson. All the images and text can be of your choices.

Exercise 2. When exercise 1 is finished and working, add support to German language to the application.