

# UI Translation

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## 1 Introduction

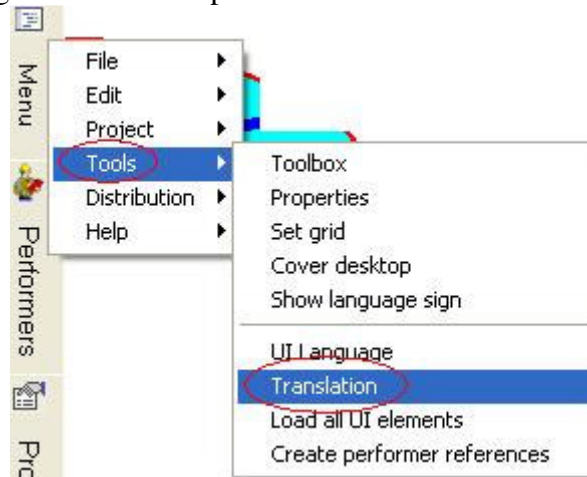
The UI of Limnor Codeless Programming System can be translated into any languages. All translations are saved in a file named **epUI.MDB**.

**WARNING:** When you update Limnor Codeless Programming System by running limnor.msi this epUI.MDB file will be replaced and your translations will be lost. To keep your translations, backup your epUI.MDB file before running limnor.msi. After running limnor.msi, run MergeUI.exe to copy your translations back to the new epUI.MDB.

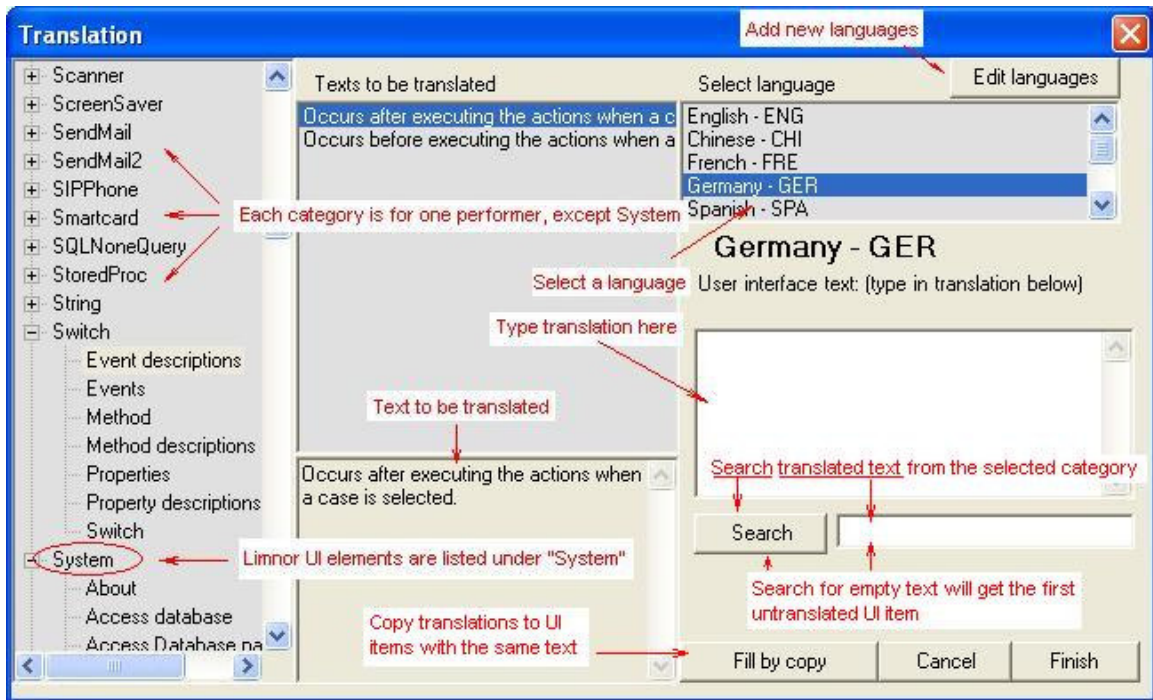
You can download MergeUI.exe from <http://www.limnor.com/downloads/MergeUI.exe>.

## 2 Access UI Translation Dialogue Box

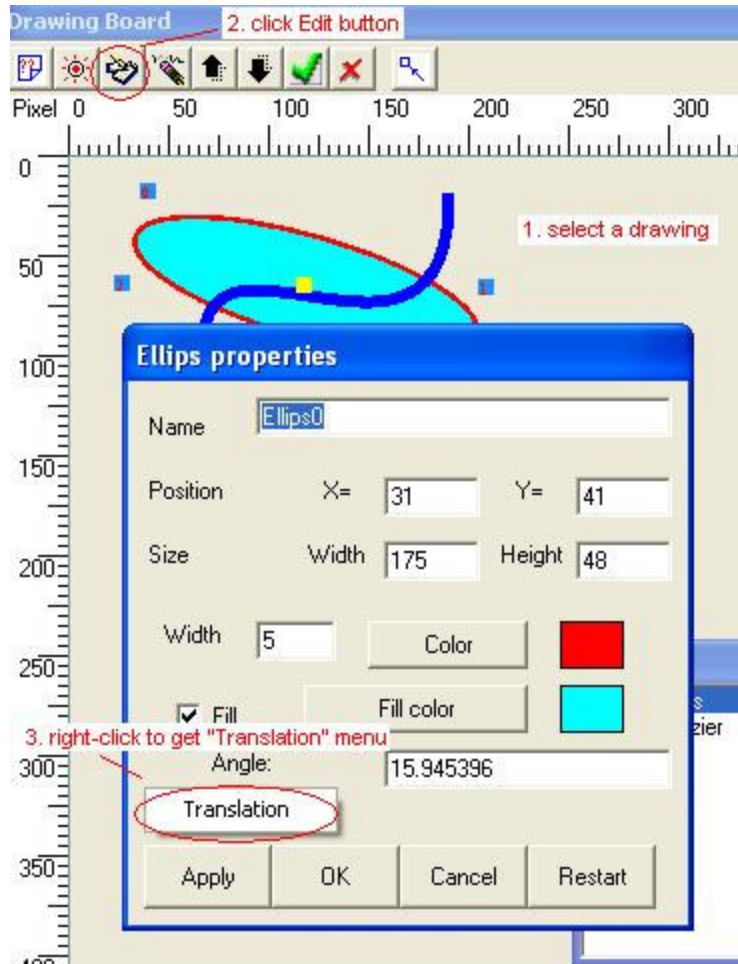
The translation dialogue box can be opened via menu “Tools | Translation”:



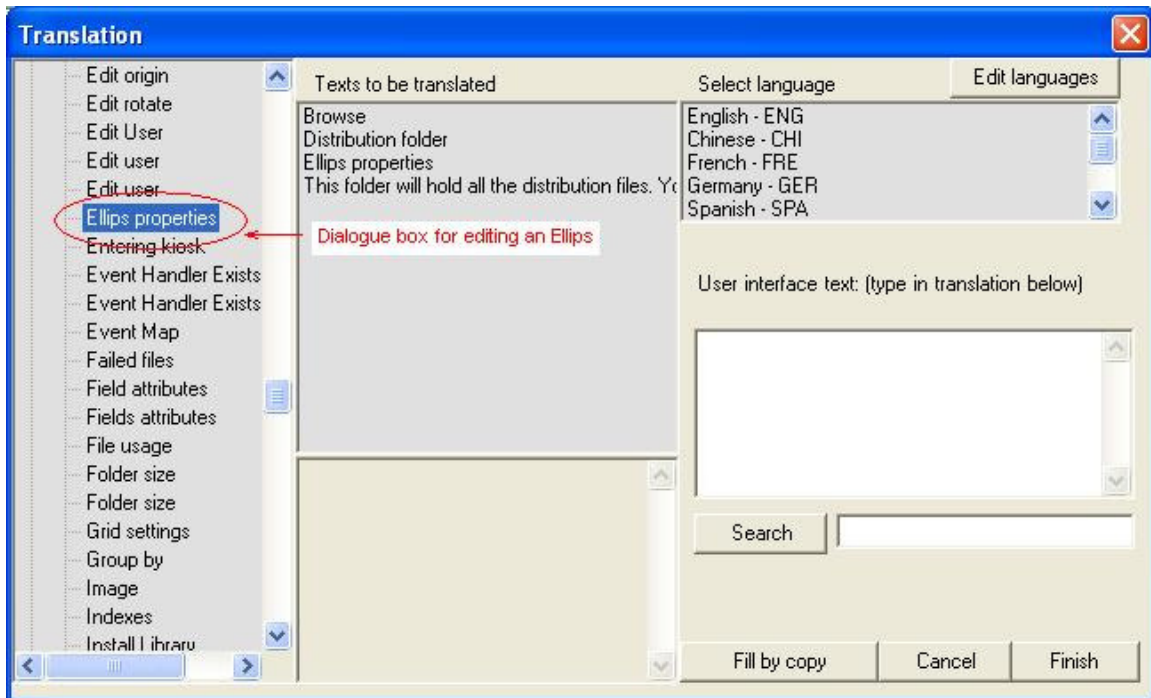
The UI items are grouped by categories. Each root category is one Performer except the System category which is for the Limnor IDE:



Another way to access the translation dialogue box is to right-click on a UI window. For example, in the drawing editor, when editing a drawing item through a dialogue box, right-click on the dialogue box, a “Translation” pop-up menu appears:

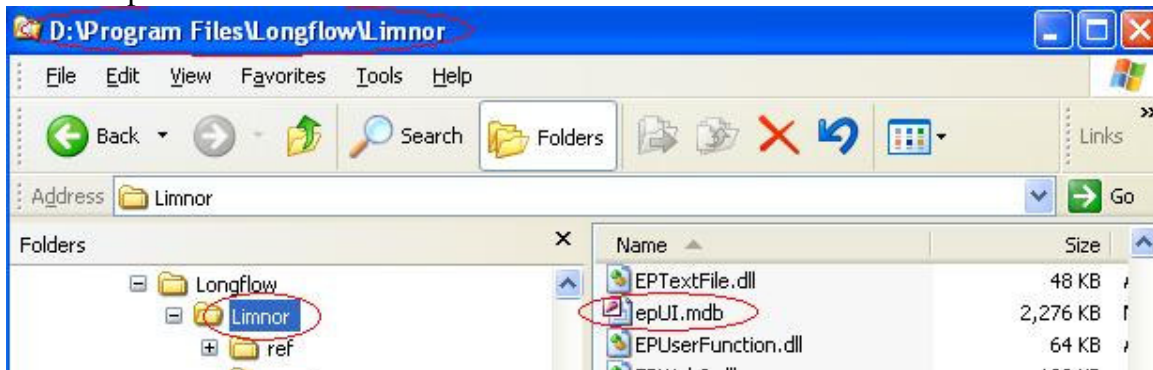


Selecting “Translation” menu will open the Translation dialogue box and go directly to the UI item. In this example it is the dialogue box for editing an ellipse:



### 3 Backup and Merge UI Translations

Your translations will be saved in file **epUI.mdb** under the Limnor installation folder.  
For example:



When you download a new release file **Limnor.msi** and run it, **epUI.mdb** will be replaced and your translations will lose. To keep your translations you need to backup **epUI.mdb** before running **Limnor.msi**.

After running **Limnor.msi**, run **mergeUI.exe** to copy your translations back:

