



FlexSpooler ProgramSuite 2.0

# XLanguage V2.2

## Release Notes

Solution Partner

PLM

**SIEMENS**

Velocity Series



## Introduction

XLanguage allows you in a very productive way to place and manage multi language text of any Unicode compatible characterset on your Solid Edge drawings - using just a single standard Solid Edge textbox or callout object. Unicode allows you even to choose from East European, Arabic or Asian charactersets.

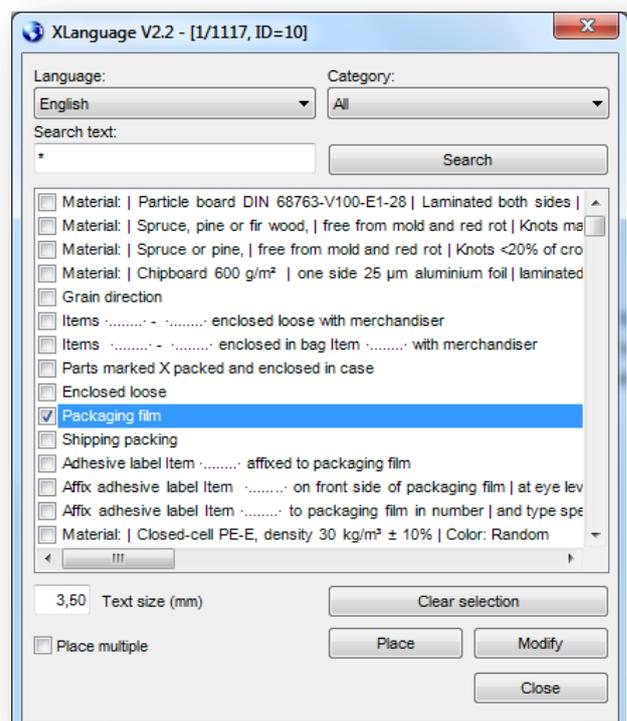


Many other solutions so far take use of separate layers for text information in multiple languages, one layer for each language. Those text layers yet have to be set to state invisible except the one who's referred language should be visible on the drawing. The correct switching of the layer's visibility state has to be done manually or by additional programs/macros each time before a drawing i.e. is printed or converted to a TIF or PDF document. Also the process of translating all texts on each text layer again and again is very annoying, time consuming and prone to errors. Since the length of texts may vary depending on their language used, it is also often necessary to reposition text elements to keep them from overlapping each other or other drawing elements nearly located.

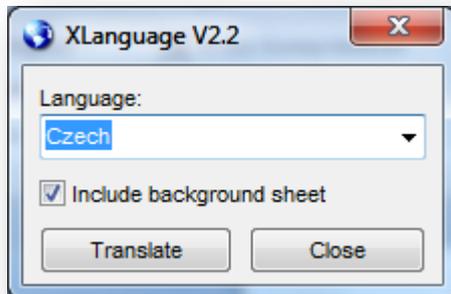
**XLanguage instead** gives a designer a much more comfortable and productive solution by being able to simply choose a

text in her native language from the XLanguage dialog shown beside and to place it as a standard Solid Edge textbox element onto the drawing sheet. **New with V2.2** – alternatively an already existing preselected textbox or callout object may be modified with the text chosen by pressing the new button "Modify" instead of "Place". While placing a textbox a yellow box indicates its maximum extends needed by any of the supported languages, so the designer is able to position the textbox accordingly. Attached to the textbox element is an invisible ID that refers to the text's entry in the XLanguage's database.

We recapitulate – there is no need for extra layers adding complexity to your drawing, just a single standard Solid Edge textbox is placed



displaying the text in that language the designer chose while working with XLanguage.



With all required texts placed or modified onto the drawing from within XLanguage the designer may choose to translate them with a single press of a button in XLanguage to any of the languages supported by XLanguage and finally to save the draft document. Using later on XLanguage's batch capabilities, a single draft file or all draft files of a folder might be translated to the language desired without any further user interactivity.

All texts and their translations are kept in an easy to manage Microsoft Access 2003/2007 compatible database file which is shared read only over the network. The languages supported is just a matter of adding a column titled by the name of the language and then filling its rows with the translations. The same rule applies to the GUI texts of XLanguage - they are also taken from the database from separate tables which also might be easily extended by additional columns to support any additional languages.

To the text entries of the drawing texts a category can be assigned, which allows to be filtered for while searching texts in XLanguage. Texts also support any number of place holders for variable text content being filled out by the designer afterwards she placed the standard text. As delimiter serves a small centered dot character. Everything in between such a pair of dots keeps unchanged when being translated. Important: The sense, respective the order of place holders must not change between the languages, because the  $n^{\text{th}}$  place holder of the source text will also be the  $n^{\text{th}}$  place holder of the destination text.

The startup of XLanguage and the situation at startup determine in which of 3 modes XLanguage will operate:

1. If XLanguage is started without any command line parameters and Solid Edge was already opened with a draft document loaded and activated then XLanguage operates in GUI mode with all GUI elements enabled.
2. If XLanguage is started without any command line parameters, but Solid Edge wasn't already opened or there isn't an activated draft document then XLanguage operates also in GUI mode, but with only the GUI elements for interactive batch processing enabled.
3. If XLanguage is started with a set of supported command line parameters (see below) then XLanguage operates invisible in non GUI mode performing the batch task intended to do.

**Attention:** V2.1 introduced in batch mode the option to enable the translation of all property values of the draft file and also recursively the property values of all referenced Solid Edge files, to get i.e. parts list content translated too. **The latter is now optional with V2.2.** These options should only be used if the background information provided in the appendix is well understood.

## Command line parameters for the batch mode

Supported command line parameters are:

- Processing a single Solid Edge DFT drawing file

```
XLanguage.exe /dftfile dft_file_pathname [/translang Language]
[/allsheets] [/transprops | /transpropsrecursively]
[/logfile log_file_pathname] [/loglang Language]
```

- Processing all Solid Edge DFT drawing files underneath a given directory

```
XLanguage.exe /dftdir dft_directory_pathname [/translang Language]
[/allsheets] [/transprops | /transpropsrecursively]
[/logfile log_file_pathname] [/loglang Language]
```

The example batch files "XLanguage.bat" and "XLanguage.vbs" show the usage of the command mode. The BAT batch file shows how to translate all DFT files of a given directory. The VB-Script batch file shows how to process a single DFT file. This VB-Script file may be used i.e. by the program FlexSpooler.

## Installation/Uninstallation

Use the so called xcopy method to install XLanguage: Just copy the folder containing XLanguage and its components to i.e. "C:\Program Files" onto each computer.

If you „install“ to a network share you still have to configure each computer's code access security policy (CAS policy) since .NET restricts per default the execution of .NET executables from non local drives. You find an instruction below.

To uninstall XLanguage just remove the folder containing XLanguage from the system.

## Requirements

XLanguage is verified to run on the configurations below. Updates to this list can be found in the on-line documentation on: <http://www.wksyspro.de/en/support/support.html>

System/Application	Solid Edge V19/V20	Solid Edge ST/ST2
Windows XP	√/√	√/√
Windows Vista	√/√	√/√
Windows 7	√*/√*	√/√

\* Solid Edge is not officially released for this version of Windows.

Same applies to the Windows Server versions : 2003, 2003/R2, 2008 and 2008/R2

## .NET 2.0 Code Access Security Policy (CAS Policy)

Executing .NET programs from a file share requires the .NET code access security policy to be changed. With the tool "caspol.exe" you might change the state for your intranet to state "FullTrust" as shown below (case sensitive!):

```
cd %SYSTEMROOT%\Microsoft.NET\Framework\v2.0.59727  
.\caspol.exe -machine -chggroup LocalIntranet_Zone FullTrust
```

This will change your policy to full trust your intranet. As an alternate way you may restrict full trust to a specific network share only:

```
cd %SYSTEMROOT%\Microsoft.NET\Framework\v2.0.59727  
.\caspol.exe -addgroup LocalIntranet_Zone -url //server_name/share_name/* FullTrust
```

The group name "LocalIntranet\_Zone" may also be replaced by "1.2". A list of all group names is reported by entering

```
.\caspol.exe -all -listgroups      or      .\caspol.exe -a -lg
```

If "caspol.exe" should be used in batch scripts the caspol command line should be preceded by the line **.\caspol.exe -pp off** and then followed by the line **.\caspol.exe -pp on** to disable/enable caspol prompts.

## Configuration

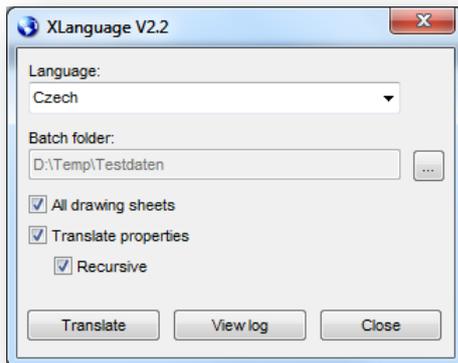
Some configuration of XLanguage can be done by editing the file "XLanguage.ini". The table below shows the content of the configuration file along with the comments describing the meaning of the entries.

<b>[Options]</b>
# Options section
# <Optional>: Full path name to the Access MDB database file.
# If missing, the default pathname will be used.
<b>MDB=</b>
# <Required>: (Unicode) font name used by the GUI, Solid Edge and the Access Database.
# Caution: Case sensitive!
<b>Font=Arial Unicode MS</b>
<b>;Font=Solid Edge ISO</b>
# <Required>: GUI Font size in points.
# Decimals must match your Windows region settings for numbers.
<b>GuiFontSize=8,25</b>
<b>;GuiFontSize=8.25</b>
# <Required>: Legacy option to precede each text block with its text block ID enclosed by []
# (0=No, 1=Yes).
<b>ShowTextBlockID=0</b>
# <Required>: Legacy option to scan the text of a textbox/callout for its text block ID (0=No, 1=Yes).
# This option is required only to process text blocks produced by the
# program 'SeTextBlock' of version V1.0.0.161 or earlier.
<b>ScanTextForTextBlockID=0</b>
# <Required>: Name of the dynamic attribute set assigned to XLanguage textboxes.
# Caution: Case sensitive!
<b>AttributeName=SeTextBlock</b>
# <Required>: Name of the attribute storing the text block ID of an XLanguage textbox/callout.
# Caution: Case sensitive!
<b>AttributeName=ID</b>
# <Required>: Option to enhance standard textboxes/callouts by XLanguage text block attributes (0=No, 1=Yes).
# Enhancement of a textbox/callout happens only, if its text exactly matches an existing text block
# (not case sensitive, any language)in the XLanguage database.
# Its text size keeps unchanged, its font is set to the font defined above and in case of a textbox
# its maximum boundary gets recomputed to fit all current languages.
# Caution: Setting this option may slow down the speed of processing depending on the
# number of standard textboxes/callouts to scan against all text blocks in the database!
# As result of changing the font of a textbox/callout, its width might increase also.
<b>EnhanceStdTextBoxes=0</b>
# <Optional>: Default language for the graphical user interface (GUI).
# Caution: Case sensitive!
<b>GUILanguage=German</b>
# <Optional>: Default language to translate text blocks to
# Caution: Case sensitive!
<b>TextBlockLanguage=English</b>
# <Optional>: Option to show GUI buttons under Windows XP in XP visual style (0=No, 1=Yes).
# If 'No', flat popup style will be used (recommended for Windows 2000 or classic style).
<b>XPButtonStyle=1</b>

## Appendix

### Batch processing with enabled option of translation of properties

If either in GUI batch mode or in command line batch mode (via the command line options **/transprops** or **/transpropsrecursively**) the translation of properties is enabled, XLanguage will trans-



late all property values of the draft file and also, in case of **/transpropsrecursively**, the property values of all referenced Solid Edge files which will be copied temporarily into the batch folder. The translation of property values is based on a full text comparison of each property value with each row value of the column "PropValue" since an ID can't be attached to (single) properties as it can be done to textbox or callout elements. Upon a match the current property value will be replaced by the content of the column of the destination language. If there is

no match the property value keeps unchanged. Because the property values get changed they can't be used once more to be compared against the values of the column "PropValue". A cross comparison with all language columns wouldn't probably be a practical option.

#### Please keep in mind:

1. Save only copies of draft files into the batch folder used for processing
2. In case of the given option **/transpropsrecursively** all Solid Edge files referenced by the draft files in the batch folder must be accessible from that location
3. In case of the given option **/transpropsrecursively** there must be enough free disk space on the disk containing the batch folder to temporarily keep copies of all referenced Solid Edge documents
4. The translated draft file **must not** be reused for translation with translation of properties enabled if the language/values of its properties don't match the content of the column „PropValue“ of the table „TextBlocks“.

## Database changes from V2.1 to V2.2

XLanguage V2.2 adds 2 new graphical user interface (GUI) objects to its dialogs for placing/modifying text blocks (new button “Modify”) and for batch translation (new checkbox “Recursive”). Also 2 new messages were added.

Since the texts for user interface objects and messages also are taken from the database, the following additional entries together with their translations have to be added to a V2.1 database file in order to get correct results when changing the GUI language:

Table: GUI_FormPlaceTB			
ObjName	Property	German	English
btnModify	Text	Ändern	Modify

Table: GUI_FormBatch			
ObjName	Property	German	English
chkTransPropsRecursive	Text	Rekursiv	Recursive

In order to be able to add the 2 new entries below to the table GUI\_Messages, the allowed maximum length of field must be changed first for each field from 50 characters to 200 characters!

Table: GUI_Messages		
ObjName	German	English
NoBalloonOrTextBoxObjectSelectedOnSheet	Kein Anmerkungs- oder Textobjekt auf dem Blatt selektiert!	No callout or text object selected on sheet!
NoneOrMoreThanOneObjectSelectedOnSheet	Kein oder mehr als ein Objekt auf dem Blatt selektiert!	None or more than one object selected on sheet!

Shown above are the columns for the languages German and English only. Content for English is mandatory and will be used in case of a missing entry for the GUI language chosen.