Language File Information

There are three files for each language, plus a single language list.

1. Controls, 2. Help, 3. Options Help & 4. Language List

NOTE: In the following explanation, ***<lc>* = language code.**

example: **en, fr, de** etc. (xjmlang-**en**.lang)

1. xjmlang-*<lc>*.lang : The main language file for controls and messages.

The format of this file is as follows.

Comment lines are allow, and must start with # (the hash symbol)

Each comment must be on a line of its own.

Blank lines are allowed.

Each active line should be: ***{ keyname = phrase }*** **<------- (note the curly brackets)**

All active translations MUST be enclosed in curly brackets.

The number of spaces used is not important.

Translations may extend to several lines.

The default language files are commented with the English phrases to help when translating.

example:

```
# En: New Jigsaw
{startnew = Nouveau Jigsaw} <--------- Change only the part between = and }

# En: Show Picture
{showpicture = Montrer l'image}

# En: Hide Picture
{hidepicture = Masquer l'image}


{ samplekey = This translation is spread over several lines.
 Everything inside the curly brackets will be used
 as the translation. }
```

2. help-<*lc*>.lang : The help file
3. options-<*lc*>.lang : The options help file

These two files are in html4 format.
Do not use xhtml styles or css.
html, head or body tags are not required, but may be used.
DO NOT use pre.

4. xjmlanglist

This file is the language id file. It simply adds the language name and code to the list of languages in xjigmanager.

This may contain a single language or many languages. There should be a language entry for each language in the pack.

The format is ***LanguageName = languagecode***

example :

English = en_GB

or many...

English = en_GB
French = fr_FR
German = de_DE

Language packs may consist of several lang files, but only a single xjmlanglist.

These external language files will always over-ride any built in default languages.

When making language files, remember that some phrases need to fit onto buttons, and therefore have a limit for the number of characters you can use.

Installing Language Packs

Language files should be unpacked and copied to the users 'Home' folder.
The files **must not** be in a sub folder.

1. Place the language files into your 'Home' folder.
2. Start xjig manager, and select 'Options'.
3. The language files are now imported and ready for use.

Languages are set per user. Each user may have a different language set. Therefore the language packs need to be installed for each user.