

## **Multi-Language Support for EQMOD ASCOM**

EQMOD\_ASCOM has been designed so that alternate language distributions can be created without changes to the EQMOD source. All language specific text is held within a string table resource. English is the default language and the associated resource file forms part of the executable but alternate languages can be supported by encapsulating a translated resource file into a language dll file.

On start-up EQMOD\_ASCOM detects the language via inspection of your PC's locale settings. An attempt is then made to load a dll named EQMODxx.dll - where xx is an abbreviated form of your particular language i.e. EQMODfr.dll = French, EQMODde.dll = German, EQMODes.dll = Spanish etc.

If a suitably named dll cannot be found, English is used by default (an English dll need not be present as the EQMOD\_ASCOM application has an in built English resource file it will use instead).

For testing purposes the default language dll used can be overridden by editing the LANG\_DLL entry in the EQMOD.ini file and assigning a filename. If you want to give this a try, edit the EQMOD.in file to read LANG\_DLL=EQMODFR.dll - the language should change to French.

Each time the application needs to display text data it first tries to read it from the language dll. If the particular text doesn't exist, then the English text will be used instead. In this way if translated dlls ever lag behind the current English version all that will happen is that 'new' English text will appear where the dll has missing entries.

## Creating a new Language dll.

Included in source distributable of EQMOD\_ASCOM zip file is a VB project for the EQMODfr.dll (French).

A new translation dll can be built within Visual Basic 6 as follows:

1. Use the French project as a template for your new translation dll. i.e. copy and rename the French project
2. Copy EQMODen.res file from the main project parent directory to your new language project directory – rename the resource file EQMODXX.res where XX is a two letter abbreviation for your language.
3. Open your new project in Visual Basic. It will warn you that EQMODFr.res cannot be found but this isn't a problem as we're going to add a new resource anyway.
4. If you haven't done so already, make sure you have the Visual Basic Resource Editor loaded (set via Add-Ins manager).
5. Add the new .res file to the project.
6. Edit the resource by double clicking on it and select the string table.
7. Edit the String Table entries of the resource file. **YOU MUST NOT CHANGE THE TABLE IDs**
8. Build the dll, making sure its named EQMODxx.dll where xx is the abbreviated language identifier.
9. Copy the new dll to the parent directory.

For EQMOD the string table texts have been grouped by ID number to correspond to the various dialogs and functions that the program offers. This should help in debugging.

String Table ID	EQMOD
101-499	Main HC form
500-599	Alignment form
600-699	Color Picker form
700-799	ASCOS Setup form
800-899	Slew Pad form
900-999	Alignment Star Edit
1000-1099	N-Star Map form
1100-1199	Joystick config form
1200-1299	Joystick calibration form (under development)
1300-1399	GPS Setup form
5000-	Message Center text
6000-	Misc text.

As an alternative to building a new dll it is also possible to use a resource editor to modify an existing dll. There are many free resource editor available that can do this task.

Ideally translated text should be of equivalent length as the original English to ensure it will fit in the space allocated for buttons, labels, etc.

The EQTOUR and EQMOSAIC applications use an identical method of Language support but require their own dlls to be created in the same manner as outlined above. The dll names required are EQTOURxx.dll and EQMOS.dll respectively.

If you do undertake translation of EQMOD, EQTour or EQMosaic please post the resulting dlls and/or source projects onto the EQMOD yahoo group site ...

(<http://tech.groups.yahoo.com/group/EQMOD/>)

...so that your dlls can be included as standard in future distributions.

Good Luck, and if you need any help please post at the Yahoo group.