

Opcrit for Windows (v4), Creating a Language File.

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Opcrit & Languages

Opcrit for Windows now supports the use of different languages within the program. This is done using a set of initialisation files containing settings for each language. Opcrit will automatically detect the presence of any language files and dynamically builds the language menu based on this.

The Opcrit installer will include any language files available at the time the installer was built, and all available language files can be downloaded from the Opcrit homepage (<http://sgdp.iop.kcl.ac.uk/opcrit>). At the time of writing this document, the only language available is English.

File Name & Location

Language files for Opcrit must follow a couple of rules:

1. It must be saved in the Opcrit installation folder (default is C:\Program Files\Opcrit for Windows)
2. It should have the name **opcrit_langname.ini** where **langname** identifies the language.

For example, the english file is called *opcrit_english.ini*, a german language file might be called *opcrit_german.ini*. The **langname** part is not really important as long as it is unique (the language name / identifier is contained in the file).

The easiest way of creating a new file, is to locate and open the Opcrit installation folder via "My Computer" or Explorer, then copy the *opcrit_english.ini* file into the same folder, then rename it appropriately (ie, if you copy *opcrit_english.ini* then paste it into the same folder, Windows will automatically rename the copy to something like *copy of opcrit_english.ini* so simply rename this copy to *opcrit_dutch.ini* [for example]).

You could simply create a new file in a text editor but will have a lot more typing to do as all the identifier labels would have to be created as well.

Editing the new Language File

Having created the new language file (this will assume you have copied the english file), open it using an ascii editor such as PFE, vi, emacs (notepad is useable as well but be aware it has an irritating habit of appending a .txt extension to files without asking). If you use a word processor such as WordPerfect or microsoft word, you must ensure the file is saved in ascii text format. If left in a binary format, Opcrit will fail to read it.

The ini file consists of a series of sections marked by header statements. The headers can be identified by the presence of square brackets. There are 11 sections in the language file: Language, MenuTopLevel, MenuItems, ButtonBar, GeneralComments, DataEntry, DataEntrySS, DiagnosisPanel, SummaryPanel, TabSheets and MainPanel.

Within each of these sections are a series of assignments consisting of an identifier, an equals sign, and a value. The header statements and the identifiers should never be altered - if they are, the language switch will fail for the altered parts.

All you need to do to set the language file up, is edit the actual values (ie everything after the equals sign). As an example, if we consider the MenuTopLevel section, the original english version is:

```
[MenuTopLevel]
File      =&File
Record   =&Record
Dataset  =&Dataset
Language=&Language
Help     =&Help
```

[The ampersand (&) are explained below]

Suppose you were creating a german language file (apologies for any miss-translation), this section would become:

```
[MenuTopLevel]
File      =&Akte
Record   =&Aufzeichnung
Dataset  =&Datensatz
Language=&Sprache
Help     =&Hilfe
```

Note, only the text after the equals signs have changed.

The ampersands indicate shortcuts used by windows. They are not necessary but do allow menu navigation without using the mouse. As an example, with the Opcrit using english, press the **Alt** key then the **F** key to open the File menu. If you then press the **O** key, it will activate the File->Open menu option. If you look at the file contents above, you will see that the File entry is **&File**. If you looked at the "OpenFile" item elsewhere in the file, you would see it is set to **&Open File**. The ampersand defines which key will activate that part of the menu. The menu display will show the shortcut character as underlined so the above appears as **File** and **Open**.

Once all the values have been assigned to the identifiers, save the file, and run Opcrit. You should find your language file listed in the language menu. The actual text listed there is defined by the first identifier in the first section (**[language]**). In the english file, this is:

```
[Language]
MenuLabel=English
```

Opcrit should automatically remember which language file you last used so if you switch to (say) german and close Opcrit, it should automatically switch to german the next time you load Opcrit.