

15. Label Tag Library and Multi-Language

This chapter explains how to build and use Label Tag Library.

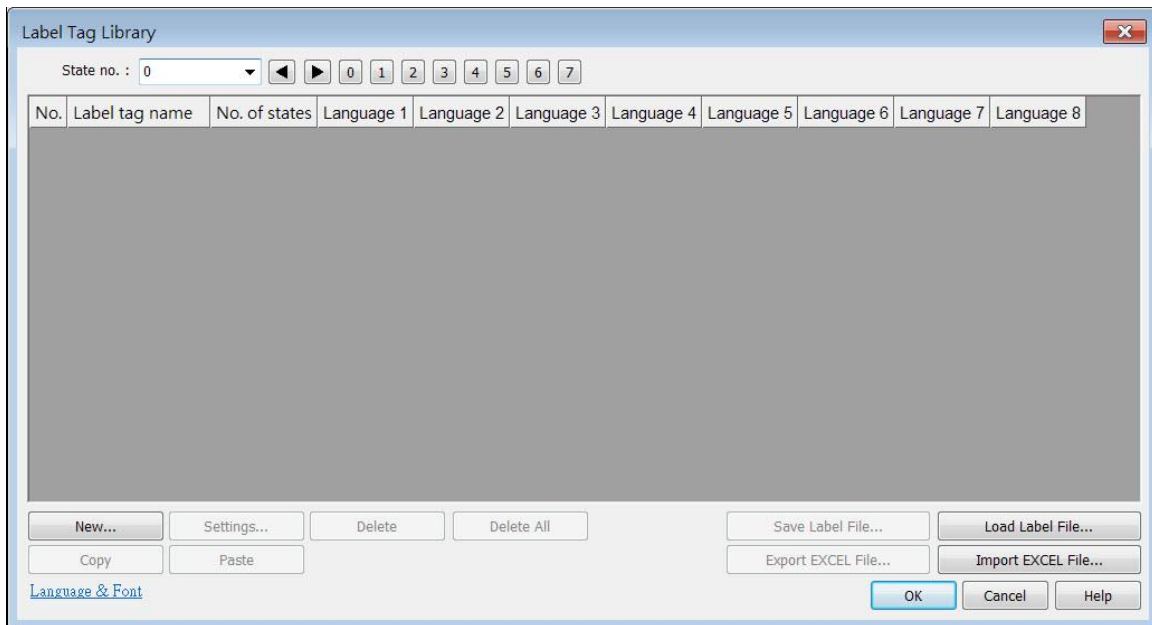
15.1. Overview.....	15-2
15.2. Label Tag Library Manager.....	15-2
15.3. Steps to create Label Tag Library	15-3
15.4. Using Label Tag Library	15-4
15.5. Selecting Language & Font	15-5
15.6. Settings of Multi-Language.....	15-10

15.1. Overview

The Label Tag Library feature enables a multi-language environment. When multiple languages are required, users can create the Label Tag Library and then select a suitable label in the project. The project will display the corresponding language in runtime based on the settings. EasyBuilder Pro supports up to 24 different languages simultaneously. This chapter will explain how to create and use the Label Tag Library.

15.2. Label Tag Library Manager

Click [Project] » [Label] on the toolbar and the [Label Tag Library] dialog box appears.



Setting	Description
State no.	Indicates the current state. Each Label has a maximum of 256 states (state no. 0 ~ 255). The state no. is determined by [Language no.]. If less than 3 languages are used, the maximum state no. is 256. If more than 4 languages are used, divide 768 by the language number to get the maximum state no.. For example, the number of languages is 24, then there are only $768/24 = 32$ states.
New	Adds a new Label.
Settings	Sets the selected Label.
Save Label File	Saves all Labels in .lbl format.
Load Label File	Loads the existing .lbl file to the Label Library.

Export EXCEL File	Saves all Labels in .csv, .xls, or .xlsx format.
Import EXCEL file	Loads the existing .csv, .xls, or .xlsx file to the Label Library.

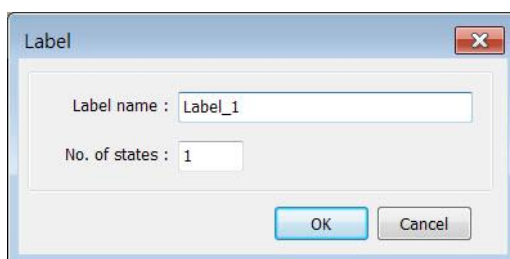
 **Note**

- Unicode is not supported when importing and exporting an Excel file.

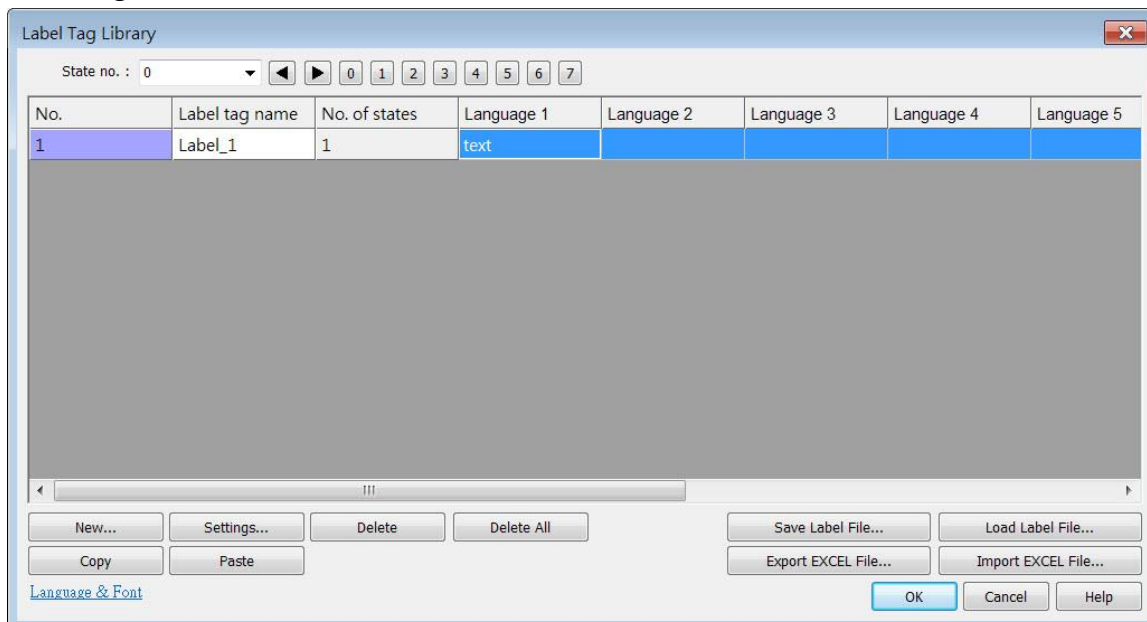
15.3. Steps to create Label Tag Library

Please follow the steps to create a Label Tag Library.

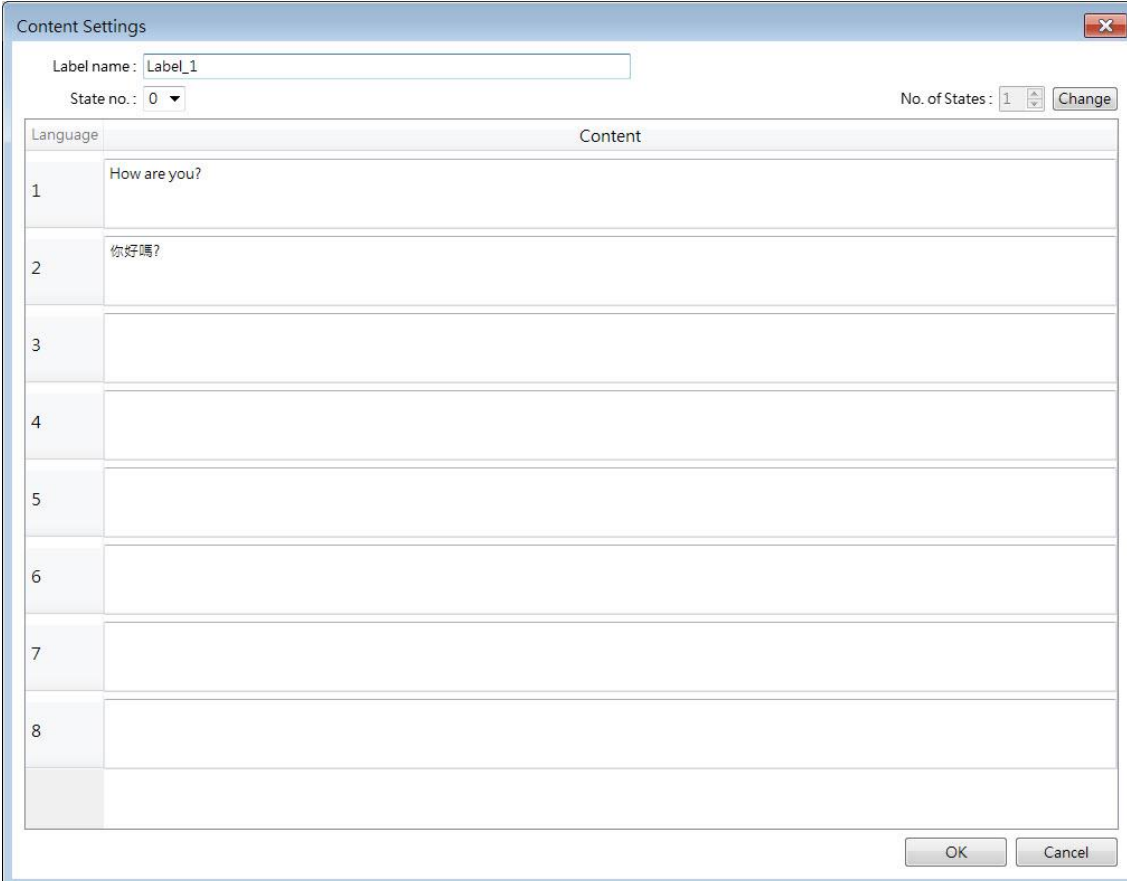
1. From the Library menu, click [Label]. The Label Tag Library dialog box appears. Click [New] to specify the name of the Label and the number of states to be displayed by this Label.



2. Click [OK] and a new label is added to the Label Tag Library. Select the label and click [Settings] to edit its content.



3. Edit the corresponding language content.

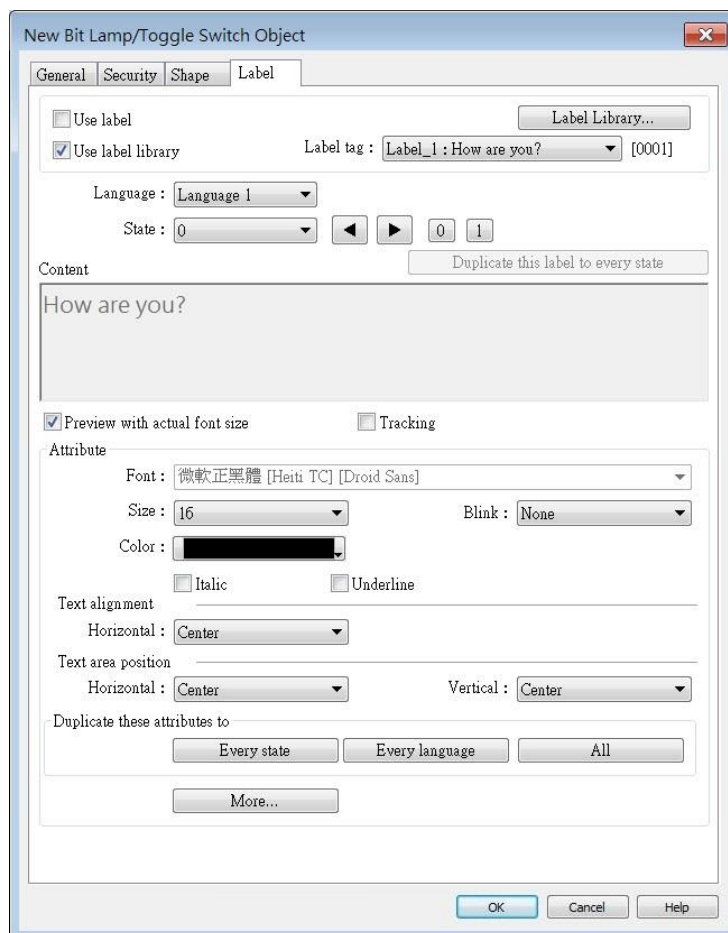


The image shows a 'Content Settings' dialog box. At the top, there is a text field for 'Label name' containing 'Label_1', a dropdown for 'State no.' set to '0', and a 'No. of States' field set to '1' with a 'Change' button. Below this is a table with two columns: 'Language' and 'Content'. The table has 8 rows. The first row contains '1' in the 'Language' column and 'How are you?' in the 'Content' column. The second row contains '2' in the 'Language' column and '你好嗎?' in the 'Content' column. The remaining rows (3-8) are empty. At the bottom right of the dialog are 'OK' and 'Cancel' buttons.

Language	Content
1	How are you?
2	你好嗎?
3	
4	
5	
6	
7	
8	

15.4. Using Label Tag Library

When there are defined labels in the Label Library, the labels can be found in the object's [Label] tab. Select [Use label library] check box, and select the label from the pull-down list [Label tag].

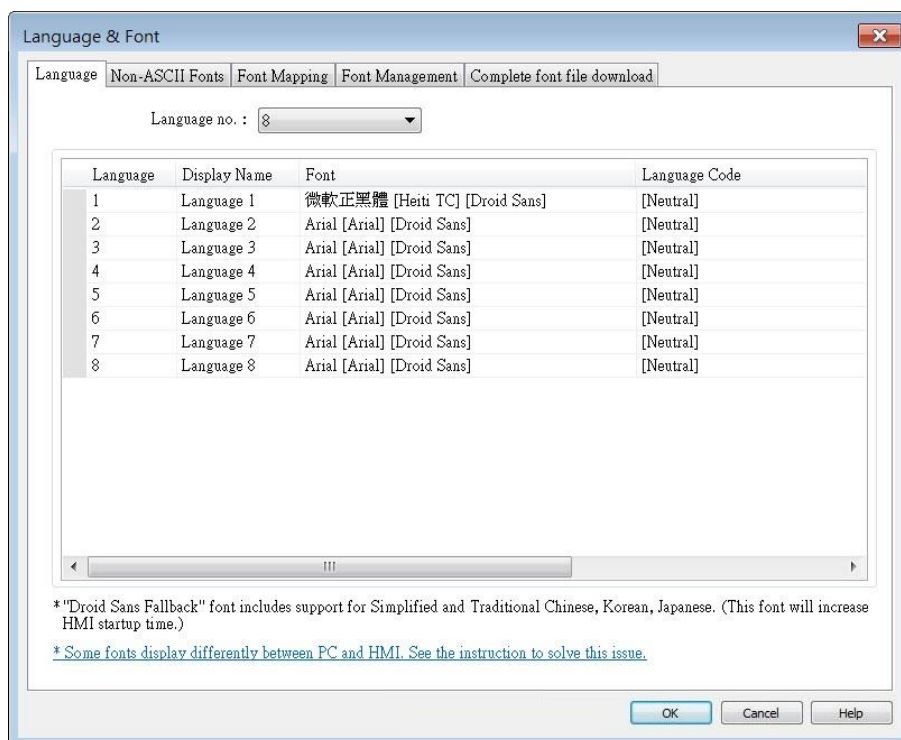



When a tag is selected, the content of the selected tag is shown in the [Content] field in its corresponding font style. Please note that from Language 2 to Language 24 can only be set the Font [Size], the others such as [Color], [Align], [Blink], etc. will follow the settings of Language 1.

15.5. Selecting Language & Font

15.5.1. Language

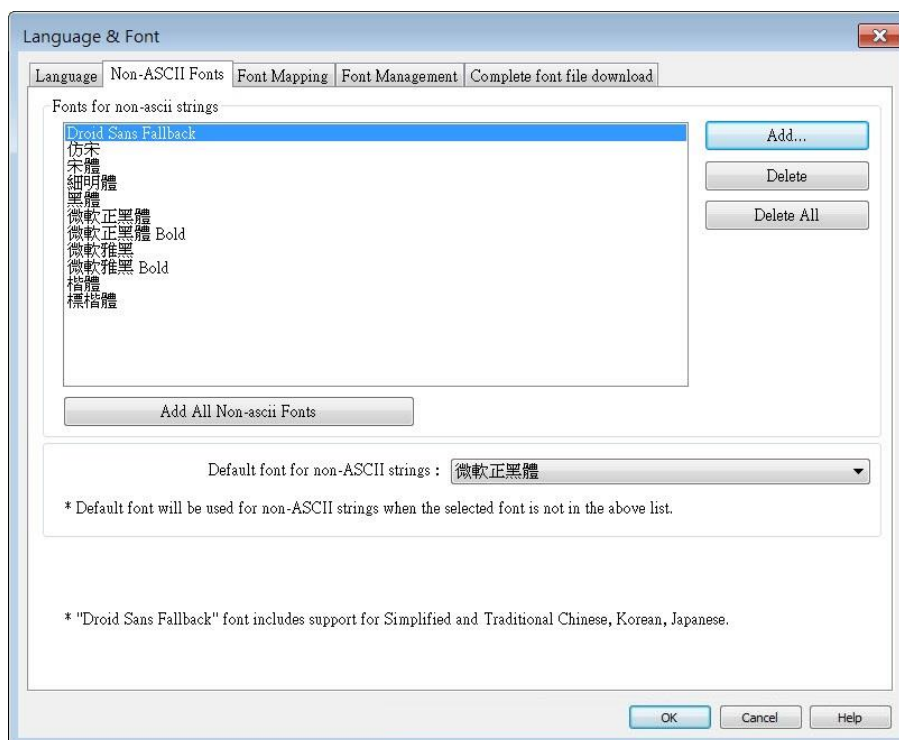
Click [Project] » [Language & Font] on the toolbar and the [Language & Font] dialog box appears.



Setting	Description
Language no.	Specifies the number of languages used in a project.
Font	Shows language names and the fonts used for each language . A font description can be entered. [Language Code] allows changing the language used for push notification about the events in EasyAccess 2.0, when [Push notification (EasyAccess 2.0)] is enabled in Event Log.  Click the icon to watch the demonstration film. Please confirm your internet connection before playing the film.

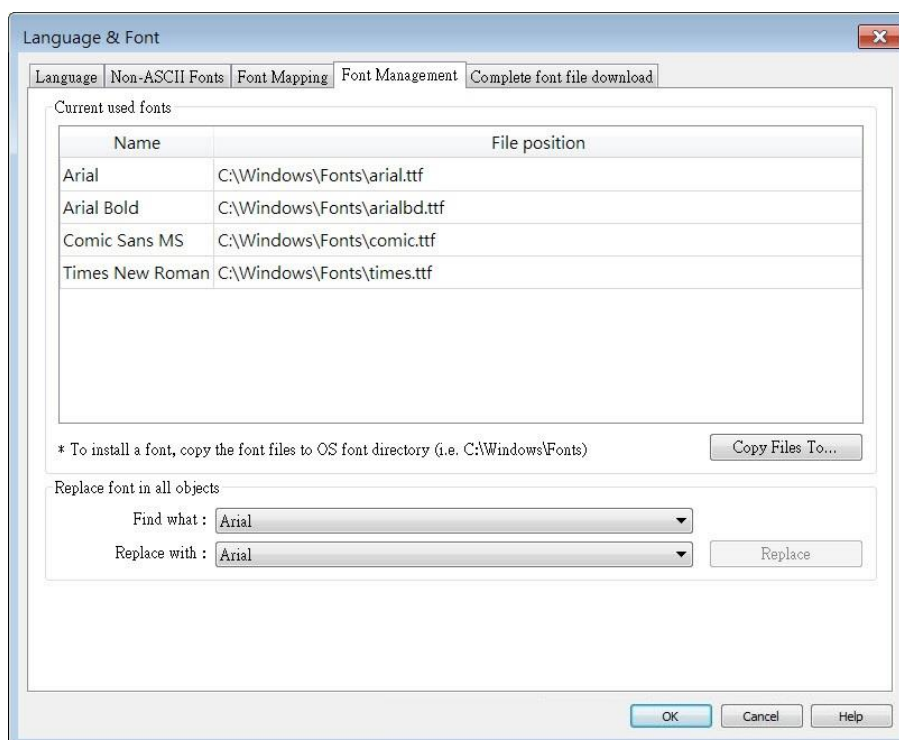
15.5.2. Non-ASCII Fonts

Parameters in [Non-ASCII Fonts] tab determine the non-ASCII fonts. The non-ASCII fonts used are listed here. When using non-ascii characters or double byte characters (including Simplified or Traditional Chinese, Japanese, or Korean) which are not listed in [Fonts for non-ascii strings] table, EasyBuilder Pro will select a font from the list to substitute for it automatically.



Setting	Description
Add All Non-ascii Fonts	The non-ascii fonts in Windows can be added to the [Fonts for non-ascii strings] table. Line spacing Set the space between multiple text lines.
Default font for non-ascii strings	EasyBuilder will use the selected font as default font for non-ascii strings.
Support Arabic, Persian, Hebrew, and Thai,...	Select this check box to correctly display these alphabets.

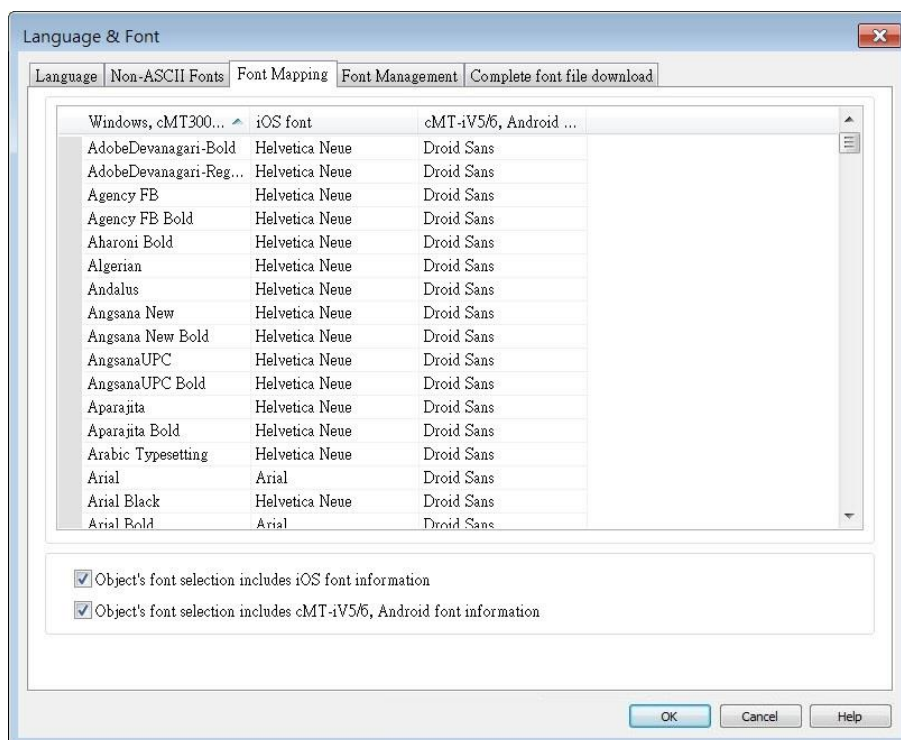
15.5.3. Font Management



Setting	Description
Current used fonts	This table shows all the fonts used in this project and the file position of its font file.
Copy Files To	Copy the font file to the specified position.
Replace font in all objects	Change font at a time for all the objects using that font.

15.5.4. Font Mapping

This tab lists the fonts used in Windows / cMT3000 and the mapping fonts in iOS / cMT-iV5 / cMT-iV6 / Android devices.

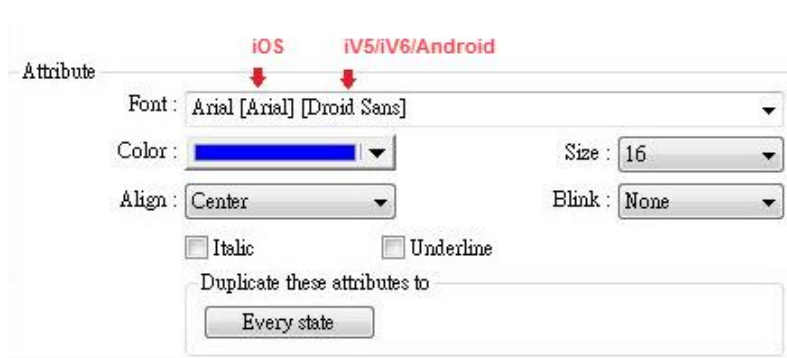


Setting

Description

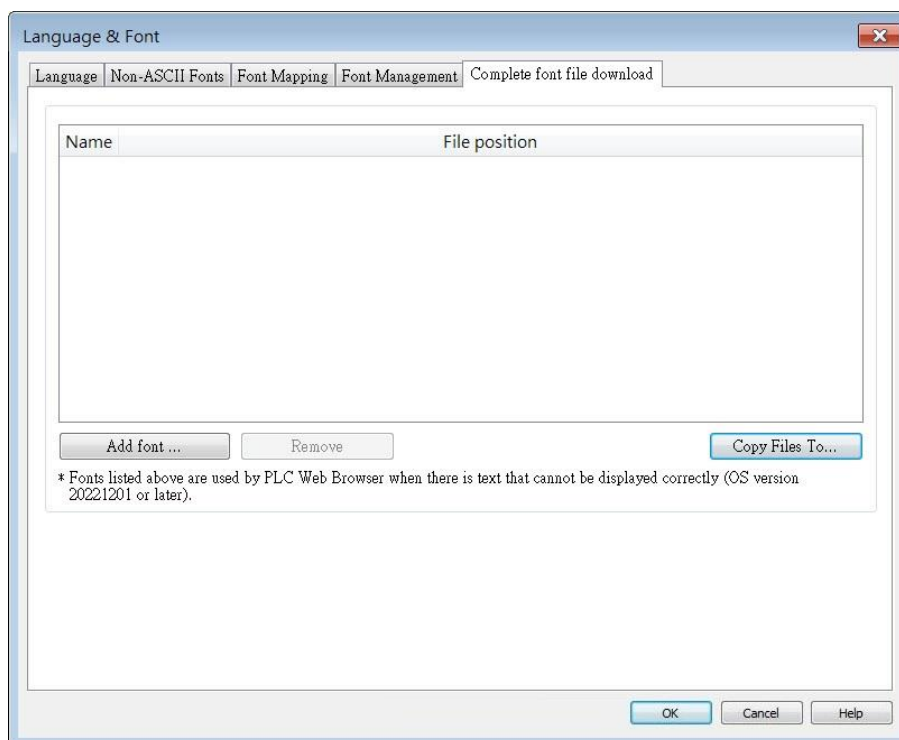
Object's font selection includes iOS / cMT-iV5 / cMT-iV6 /Android font information

When the checkbox is selected, the fonts in iOS / cMT-iV5 / cMT-iV6 / Android that map to the select font in object property settings will be shown.



15.5.5. Complete font file download

If the text on a webpage is not displayed correctly in the PLC Web Browser, the complete font file can be downloaded to HMI to add support for this font to the PLC Web Browser.



15.6. Settings of Multi-Language

When displaying the texts in multiple languages, the system register “[LW-9134]: language mode” should be used too.

The value of [LW-9134: language mode] is ranged from 0 to 23. Different values correspond to different languages.

If not all languages are selected to compile and download, [LW-9134] will work differently.

For example, user defines 5 different languages in the Label Tag Library:

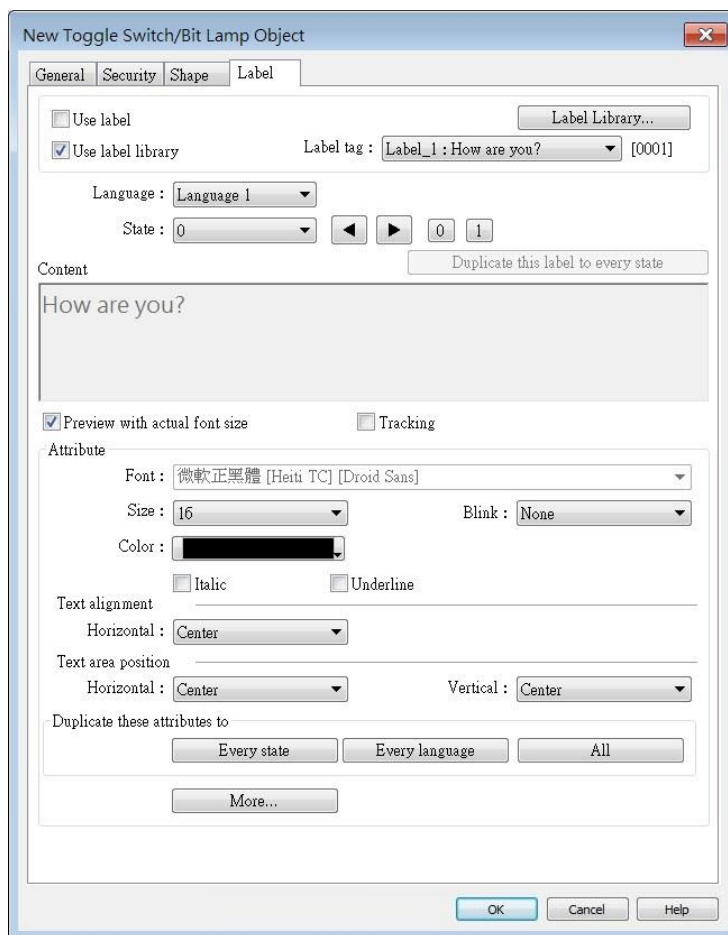
1: English, 2: Traditional Chinese, 3: Simplified Chinese, 4: French, 5: Korean

If only Language 1, Language 3, and Language 5 are selected to compile then the corresponding values of [LW-9134] are:

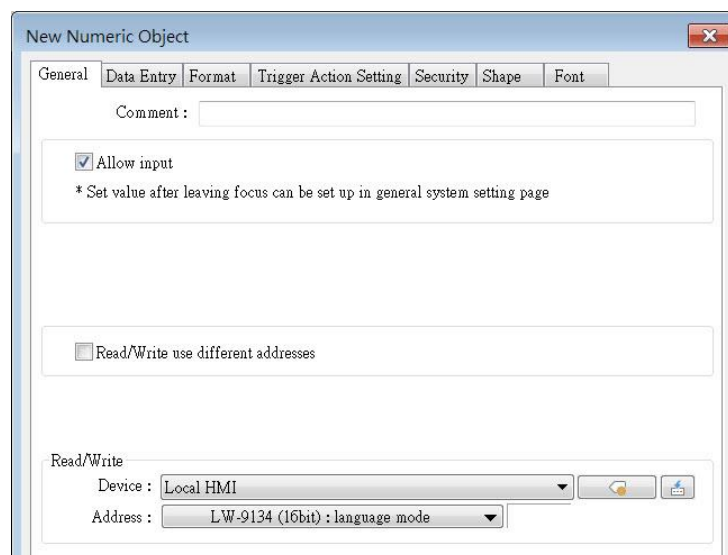
0: English, 1: Simplified Chinese, 2: Korean

Please follow the steps to use multiple languages.

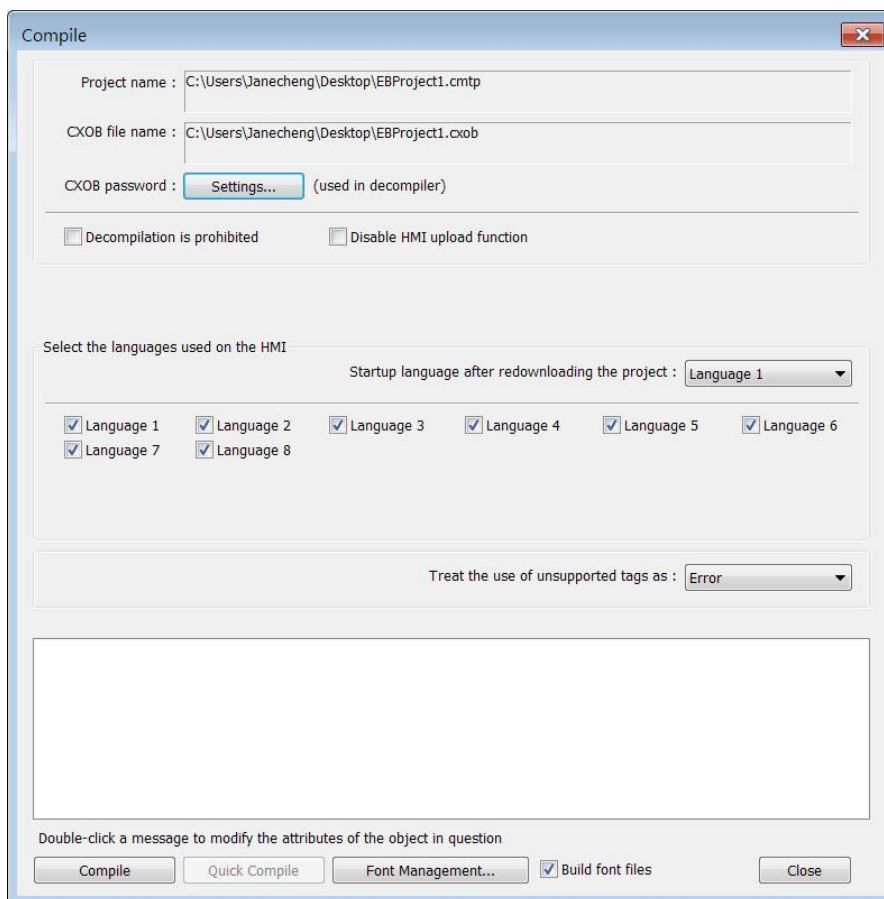
1. Create a Text/Comment object and select [Use label library] checkbox.



2. Create a Numeric Input Object and use the system register [LW-9134].



3. When compiling, select the defined languages.



4. The simulation is shown as followed: If the value of [LW-9134] is changed, the content of the Text object will be changed.

English

LW9134 : language mode

简体中文 (SIMPLE)

LW9134 : language mode


한국어 웹 (KOREAN)


LW9134 : language mode

Note

- When using a cMT / cMT X Series model, system register [LW-9134] is used to change the language mode in server, while [PLW-9134] is used to change the language mode on a portable tablet device.
- Only the label tags that are used in the project file will be contained in the *.cxob / *.exob file generated after compilation; therefore, no unused label tags will be contained in the

 project file obtained by decompiling a *.cxob / *.exob file.

 Click the icon to download the demo project that illustrates how to use the Option List object to switch between multiple languages. Please confirm your internet connection before downloading the demo project.

 Click the icon to watch the demonstration film. Please confirm your internet connection before playing the film.