Skinning and Multilanguage

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1 Introduction

Guiliani supports different ways to customize your GUI during design and runtime. You can have several looks and several languages to completely enable your application to meet the user's requirements.

This can be looks for special environments, such as brighter or different colours and different images for better readability or other reasons.

Using Guiliani's Multi-Language feature will enable your application to reach new groups of users speaking different languages other than English. These languages can easily be switched during design-time and runtime.

2 Resources and Resource-Sets

2.1 Resources

Guiliani uses Resources to customize and enrich your GUI. These can be images, fonts, sounds, texts, properties and generic resources (e.g. videos).

Each of these resources has a unique ID which will be used to reference it in your GSE-project and your application. All additional data like filenames, font-sizes or export-formats are attached to these IDs.

2.2 Resource-Sets

Resource-sets combine all existing Resources-IDs of a kind (e.g. Image-Sets) into a bundle which can be easily managed during design and runtime.

Each Resource-Set includes the same IDs, but all additional data attached to this ID can be different. You can have for example a set with monochrome and one with coloured images. And by switching from one set to the other all images will be replaced by the ones referenced by the individual ID from this set.

2.3 Managing Resource-Sets

You can create new sets and edit the properties of each ID in this set separately or delete sets which are no longer used by the project. Also you can rename sets if it is necessary.

2.4 Switching Resource-Sets

2.4.1 GSE

In the GSE Property-Sets can be switched in the "Manage-XXX"-dialog, where XXX stands for the type of resource you want to switch.

2.4.2 Application-Code

In the Application-Code you can use the CGUISwitchResourceSetCmd with the attributes for ResourceType and ResourceSetName set properly for your needs. This Command can also be directly set for a button in the GSE-project.

3 Skinning

To skin your application you can use different sets of images/colours which will be displayed in your GUI according to the requirements.

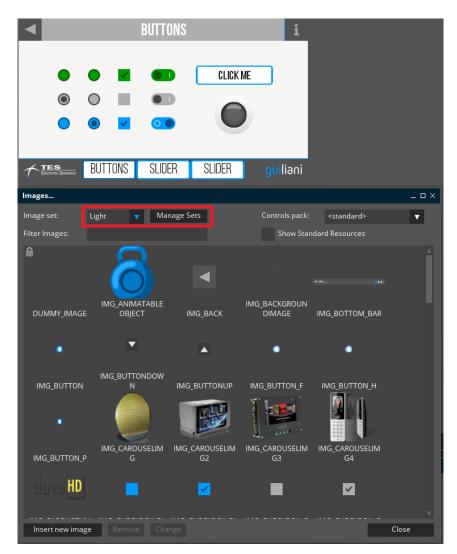
Example:

In the GuilianiDemo-application we have two different skins which can be switched during runtime. These skins include images and colours.

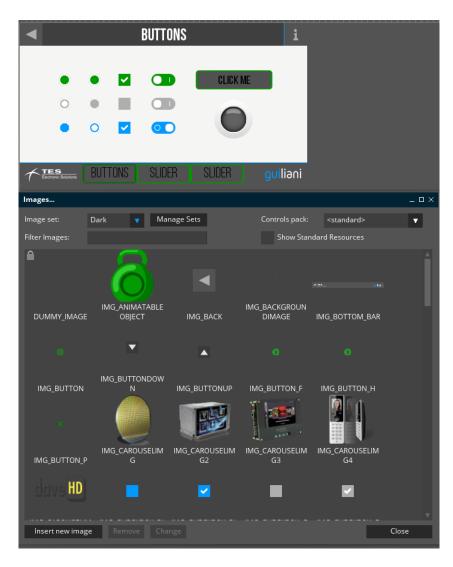


3.1 Image-Sets

Which image-file is actually referenced by an Image-ID can be changed for each Image-Set separately in the "Manage Images"-dialog in the GSE.



You can switch the currently used Image-Set by selecting an entry from the combobox. To create, rename or delete Image-Sets you can use the "Manage Sets"-button.



By selecting the "Dark" Image-Set you see that all images have changed. Also all images have been changed in the currently edited dialog, so you can directly see the differences.

3.2 Property-Sets

By switch between different image-sets it might be necessary to also switch between different colour-sets. The text displayed on buttons using the images from one set might become unreadable when images from another set are used.

By defining colour-properties and using these properties for the text-colours of the buttons, you can solve this problem.

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GUI_PROP_DEFA	ULT_PRESSED_TEXT_COLOR	нех	0xff646464	
GUI_PROP_DEFA	ULT_HIGHLIGHT_TEXT_COLOR	нех	0xff7d7d7d	
GUI_PROP_DEFA	ULT_COLOR	НЕХ	0xffadadad	
GUI_PROP_DEFA	ULT_PRESSED_COLOR	НЕХ	0xff3d3d3d	
GUI_PROP_DEFAULT_HIGHLIGHT_COLOR		HEX	0xffdfdfdf	
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New ID Cha				Close

You can switch the currently used Property-Set by selecting an entry from the combobox. To create, rename or delete Property-Sets you can use the "Manage Sets"-button.

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GUI_PROP_DEFAULT_PR	RESSED_TEXT_COLOR	HEX		0xff646464	
GUI_PROP_DEFAULT_HI	GHLIGHT_TEXT_COLOR	HEX		0xff7d7d7d	
GUI_PROP_DEFAULT_CO	DLOR	нех		0xffadadad	
GUI_PROP_DEFAULT_PR	RESSED_COLOR	HEX		0xff3d3d3d	
GUI_PROP_DEFAULT_HI	GHLIGHT_COLOR	нех		0xffdfdfdf	
GUI_PROP_DEFAULT_FC	DREGROUND_COLOR	нех		0xffffffff	
GUI_PROP_DEFAULT_BA		нех		0xff000000	
GUI_PROP_DEFAULT_FC	ONT	INT		-1	
New ID Change					Close

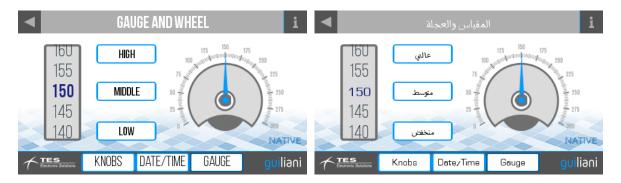
By selecting the "Dark"-Property-Set you see that the buttons do not have a black coloured text anymore, but a more readable white one. As for changing Image-Sets changing Property-Sets is directly reflected in the currently edited dialog.

4 Multi-Language

To accomplish multi-language in your application you use different texts/fonts which will be used for texts displayed in your GUI according to the requirements.

Example:

In the GuilianiDemo-application we have four different languages which can be switched during runtime. Some of these languages do not use the Latin alphabet and need special fonts to be used.



4.1 Text-Sets

To enable Guiliani to automatically translate the texts used in your GUI you will need to use Text-IDs. Which text is actually referenced by an Text-ID can be changed for each Text-Set separately in the "Manage Texts"-dialog in the GSE.

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Filter texts:				
Text ID	Reference language	Currei	nt language	
text string				
DUMMY_TEXT				
ADVANCED_BUTTON_TXT	Advanced	Advar	nced	
ANIMATION_BUTTON_TXT	Animation		Animation	
BUTTONS_BUTTON_TXT	Controls	Contr	ols	
CAROUSEL_BUTTON_TXT	Carousel	Carou	ısel	
DARK_IMAGE_SET_TXT	Change Skin	Chanį	ge Skin	
GAUGE_N_WHEEL_BUTTO	Gauge and Wheel		Gauge and Wheel	
нібн_тхт	High	High		
INFO_ADVANCED_TXT	Guiliani provides also advanced controls	t Guilia	ni provides also advanced controls to	
INFO_ANIMATION_TXT	In Guiliani animations can easily be creat	e In Gui	liani animations can easily be create	
INFO_CONTAINER_TXT	Guiliani offers various types of container		ni offers various types of container f	
INFO_CONTROLS_TXT	Guiliani offers standard controls like butt	o Guilia	ni offers standard controls like butto	
Import language	Export language Manage Sets			
New ID Remove	Check for truncations		Close	

You can switch the currently used Text-Set by selecting an entry from the combobox. You can also change the currently used font.

To create, rename or delete Property-Sets you can use the "Manage Sets"-button.

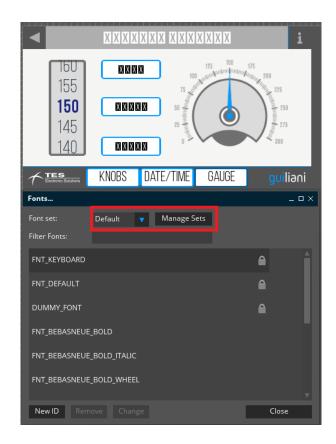
160 81 155 150 88 145		1 250 275 00
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text string	Reference language	Current language
DUMMY_TEXT	0	0
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ANIMATION_BUTTON_TXT	Animation	000000 000000
BUTTONS_BUTTON_TXT	Controls	
CAROUSEL_BUTTON_TXT	Carousel	
DARK_IMAGE_SET_TXT	Change Skin	000 000
GAUGE_N_WHEEL_BUTTO	Gauge and Wheel	000000 000000
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INFO_ANIMATION_TXT	In Guiliani animations can easily be create	.00000 00000 000000 000000 00000
INFO_CONTAINER_TXT	Guiliani offers various types of container f	. 000000 00000 00 00000 00000 00000
INFO_CONTROLS_TXT	Guiliani offers standard controls like butto	
Import language	Export language Manage Sets	
New ID Remove	Check for truncations	Close

By switching the currently used language to Arabic, which does not use the Latin alphabet, you will see that all texts are displayed using small boxes instead of the correct glyphs. This is because not all font-files include all glyphs used in all languages. These font-files would be very large.

For these languages it is also necessary to work with Font-Sets.

4.2 Font-Sets

By defining Font-Sets for special languages and referencing font-files which contain the glyphs needed for these languages.



You can switch the currently used Font-Set by selecting an entry from the combobox. To create, rename or delete Font-Sets you can use the "Manage Sets"-button.



By switching the currently used Font-Set to use font-files which include the glyphs used in the Arabic language, you do not have these boxes anymore, but the correctly displayed texts.