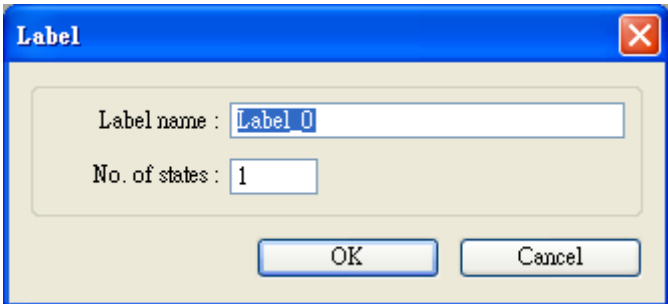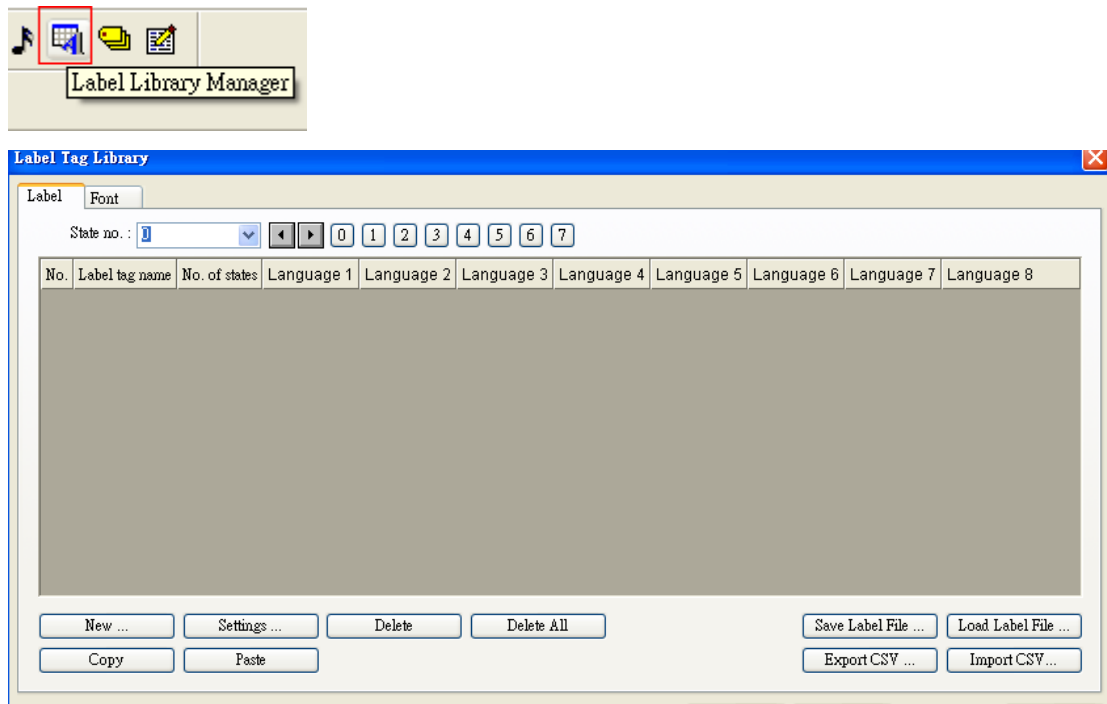# Chapter 17　Label Library & Using Multi-Language

1.　Introduction of Label Library

Label Library is used in the Multi-Language environment. User can design the
content of Label Library according to the actual demands. Select the needed label
from Label Library on some occasion where text is needed. When operating the
MT8000, the system can display the text which corresponds to the then language in
use according to the settings of Label Library. The EB8000 can support displaying the
corresponding text in 8 different languages simultaneously. Click the "Label Library
Manager" button on the toolbar and a dialogue box, as shown in the picture below.

State no.	The function is to indicate the current state; each Label has a maximum of 256 states
New …	Add a new label library

	[Label name]
	Label's name
	[No. of states]
	The number states of the label library, the range is 1 ~256
Settings …	To setting the content of label library
Delete	Delete the specified label library
Delete All	Delete all of the label library
Copy	Copy the contents of label
Paste	Paste the duplicate texts
Save Label File…	Save current label library as .lbl file
Load Label File…	Load existing .lbl file to label library
Export CSV…	Export the whole content of the specified label library with the CSV format to the appointed storage space. This function can not support Unicode
Import CSV…	Import the existing label library which is already in the CSV format to the label library This function can not support Unicode

Settings of Label Library's Font

See the picture below, different fonts can be selected for different languages.
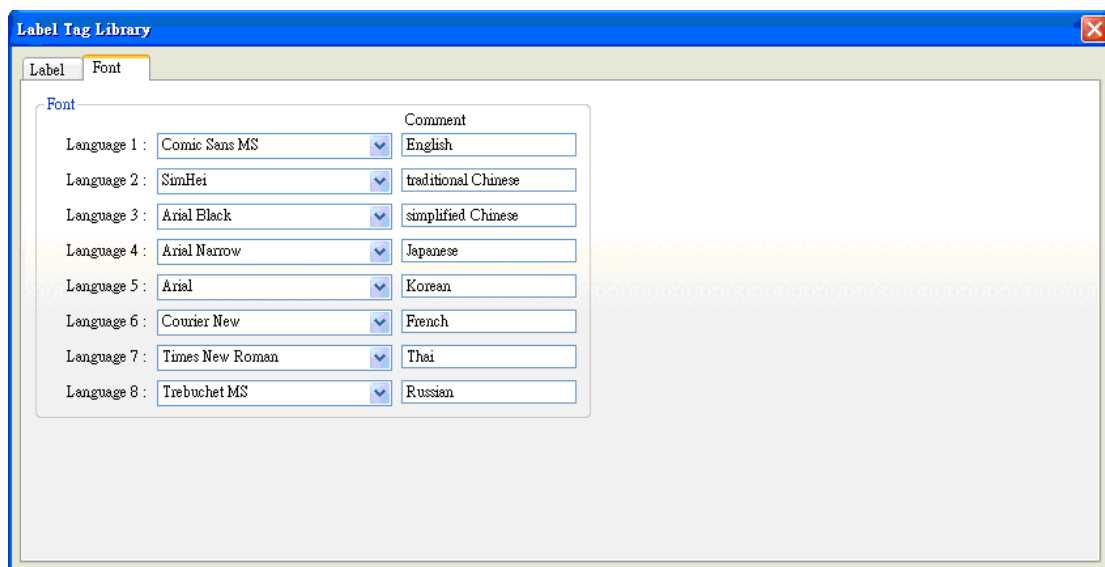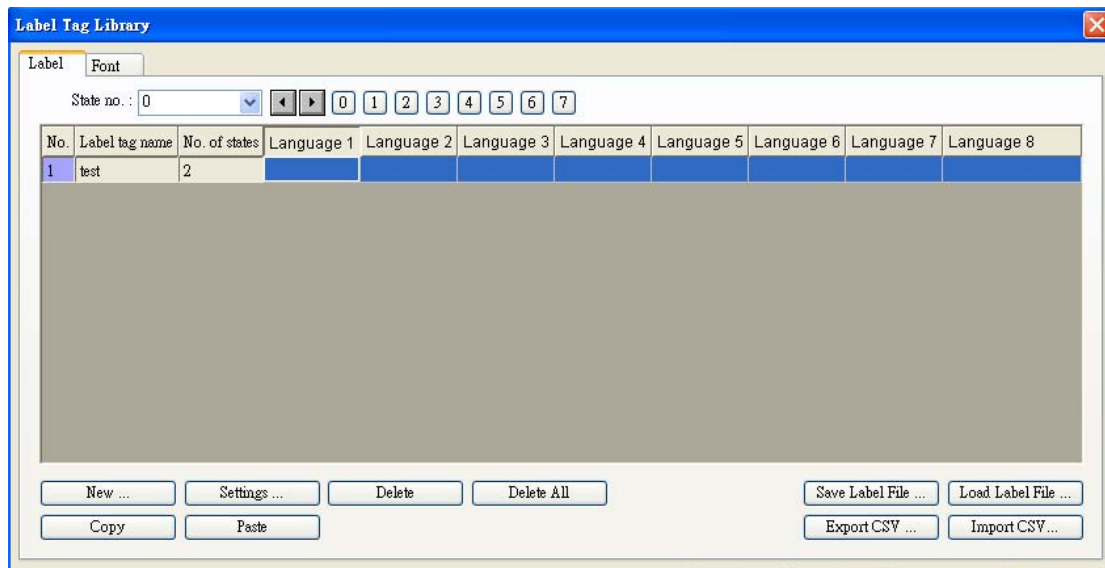
2.   Creating Label Library

The following shows how to create Label Library.

At first open the "Label Library" dialogue box and click [NEW…], then the setting dialogue box, as shown in the picture below. Click the OK button after the settings are completed.
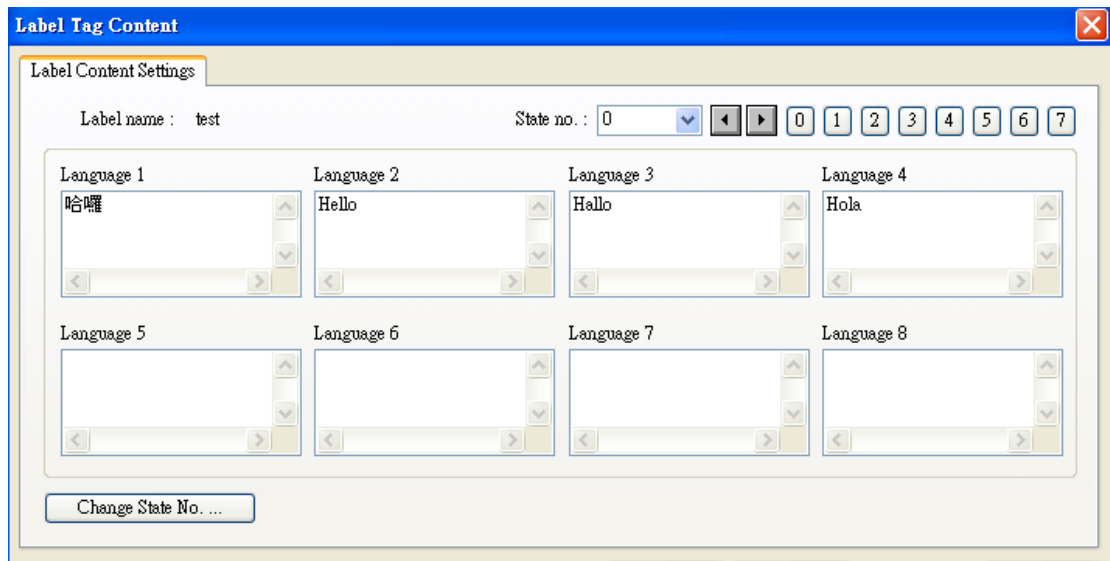
Here an example be named as "test" and states number is 2
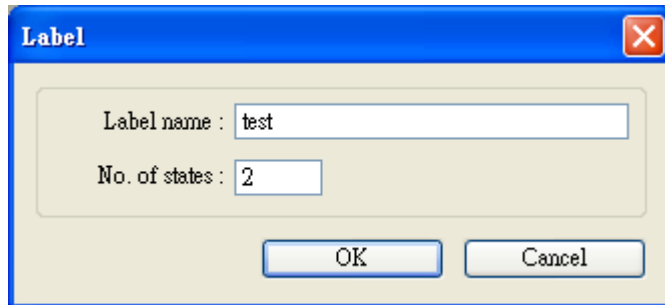
When the process is complete, a new Label "test" with 2 states will be added to the Label Library. See the picture below.
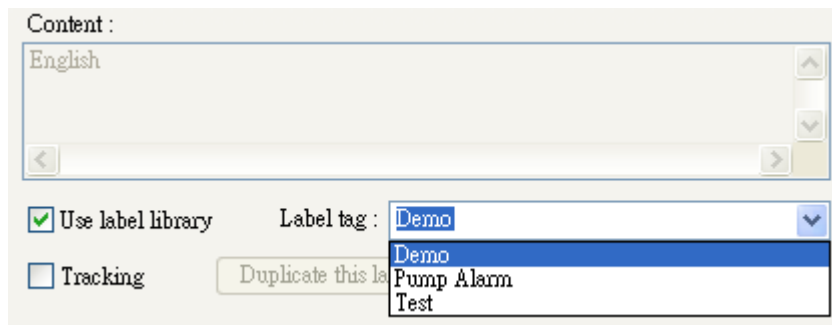

At last, select "test" and click [Settings …], and the setting dialogue box, as shown in the picture below. It is for user to set up the corresponding language content.
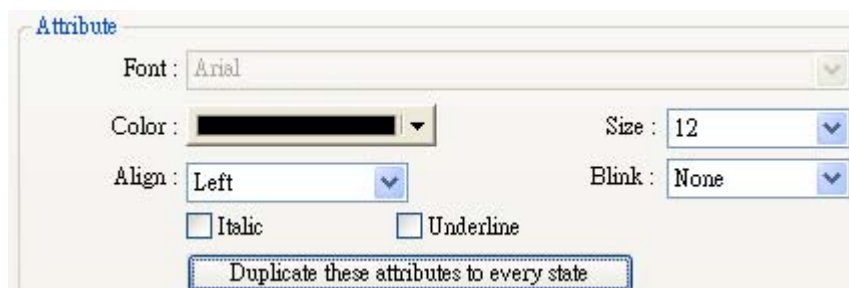
3. Using of Label Library

When there are already some defined labels in Label Library, user can find out those Labels in [Label tag] by check [Use label library] in the Object's Properties/Label tab.

After selecting these Labels, what that show in [Content] is the content of selected label, and the settings of the font in use are also included in the Label Library.

Using of Multi-Language

When user wants to have the multi-language effect on the content of the object's text, besides using the Label Library, it has to use the system reserved register [LW9134: language mode]. The available value range of the [LW9134] can be set from 0 to 7, and different value corresponds to the different Language.

Here a simple example that shows how to use the multi-language.

At first, create a Text Object and set the content of it, and the Label in use at this time can be seen from the Label tag.
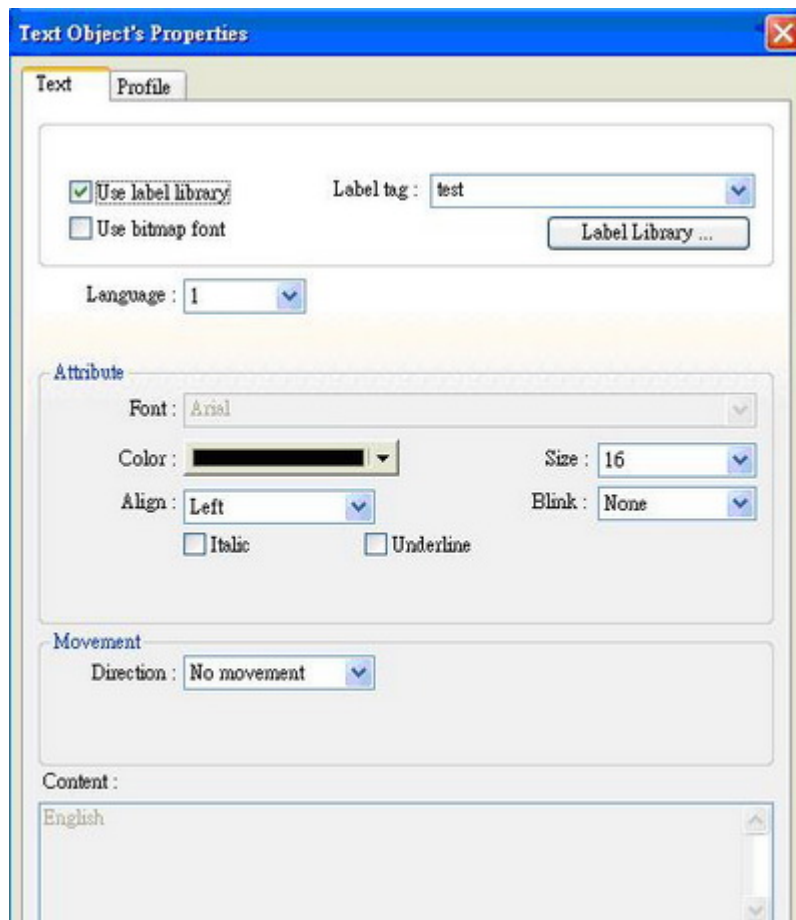
Next, create a Numeric Input Object, then refer to the picture below to set its Read address, and you will see the Read address in use at this time is the system reserved register [LW9134: language mode].
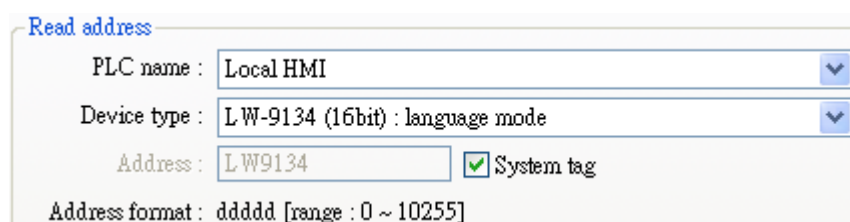
Now, user can execute simulation on PC. When change the value of [LW9134: language mode], the displayed content of the Text Object will be also changed automatically.

Text Object   English

LW9134 : language mode   [0]

Text Object   简体中文(SIMPLE)

LW9134 : language mode   [2]

Text Object   한국어 웹(KOREAN)

LW9134 : language mode   [4]