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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.
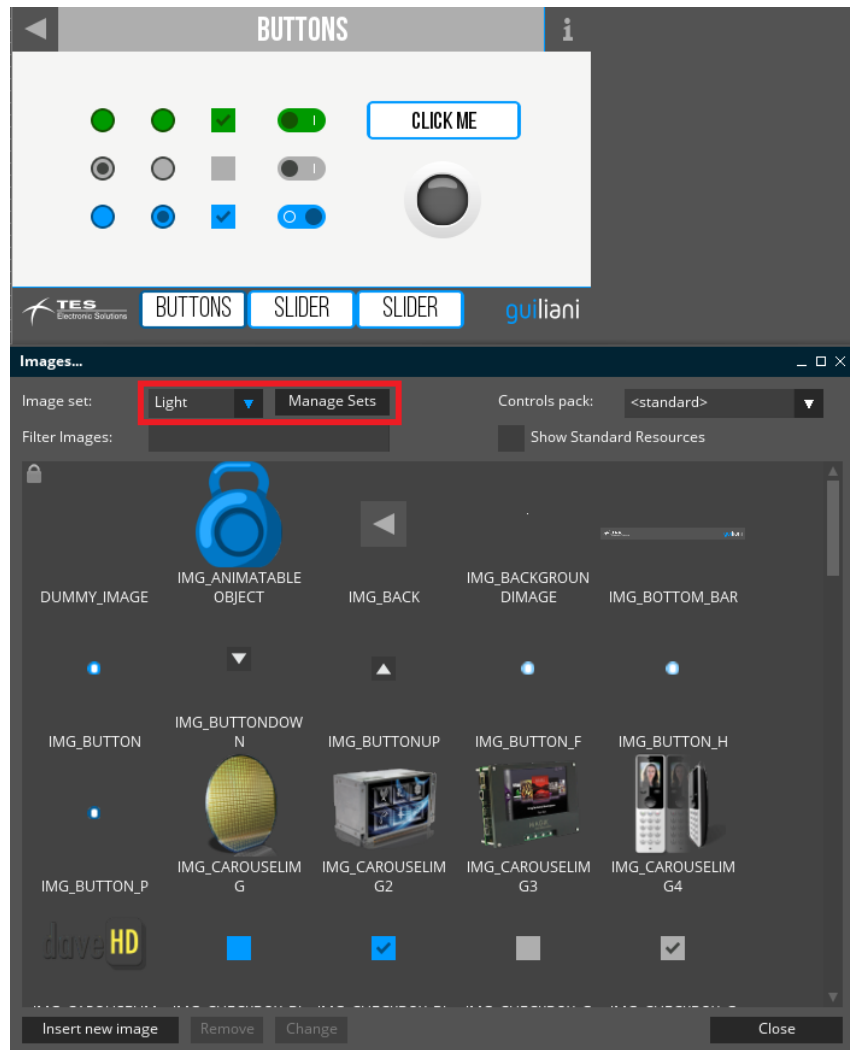
Example:

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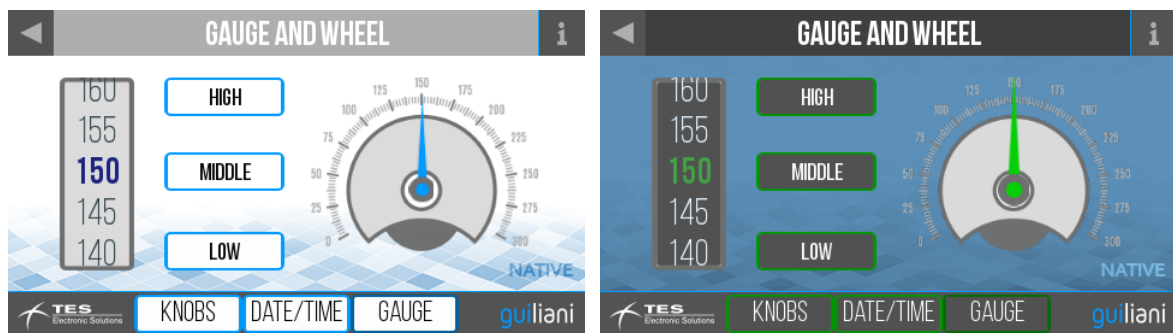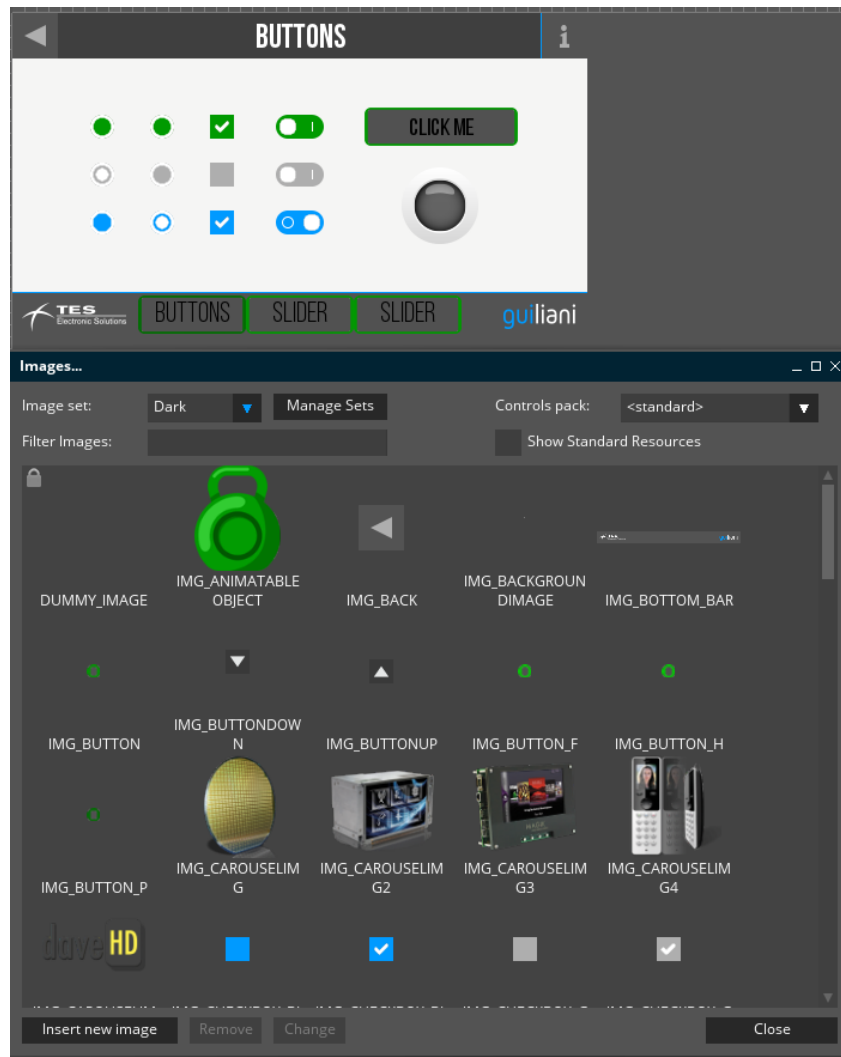
3.1 Image-Sets

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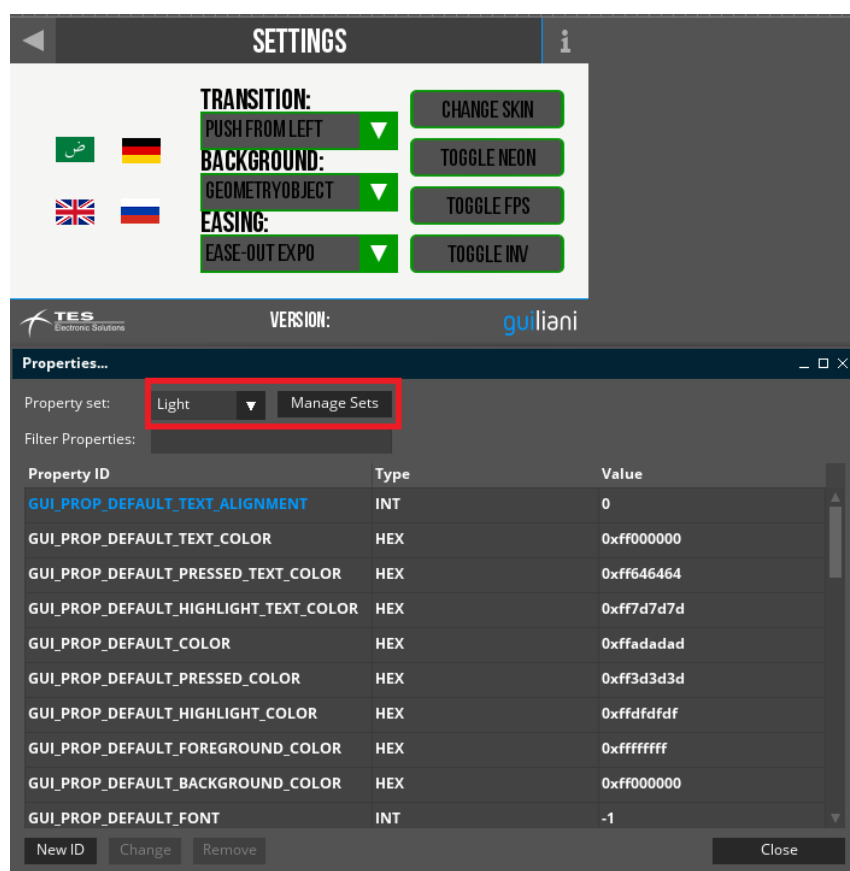
By selecting the "Dark" Image-Set you see that all images have changed. Also all images have been changed in the currently edited dialog, so you can directly see the differences.
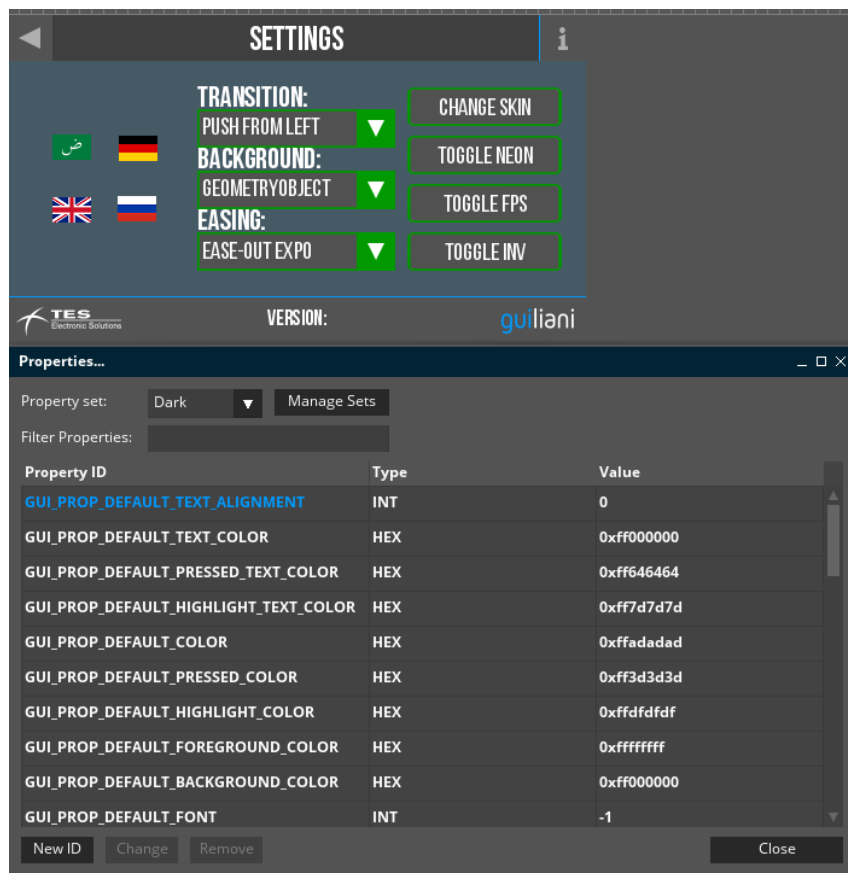
3.2 Property-Sets

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.

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.

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.
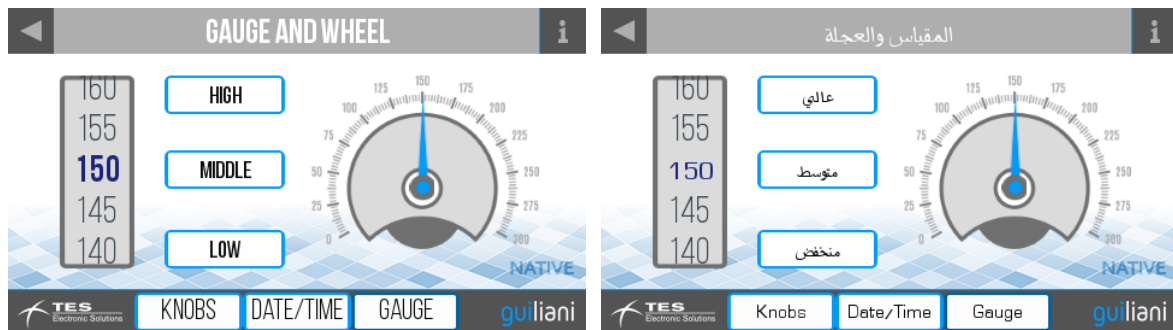

4.1 Text-Sets

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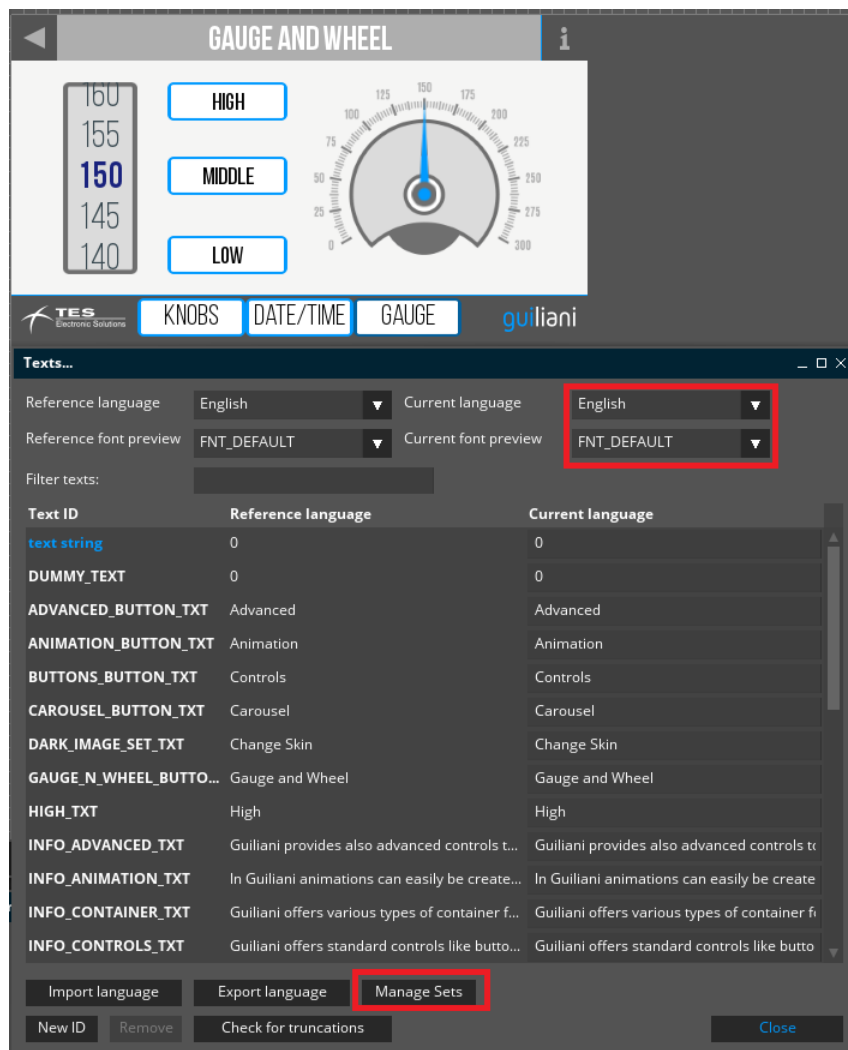
You can switch the currently used Text-Set by selecting an entry from the combobox. You can also change the currently used font.

To create, rename or delete Property-Sets you can use the "Manage Sets"-button.
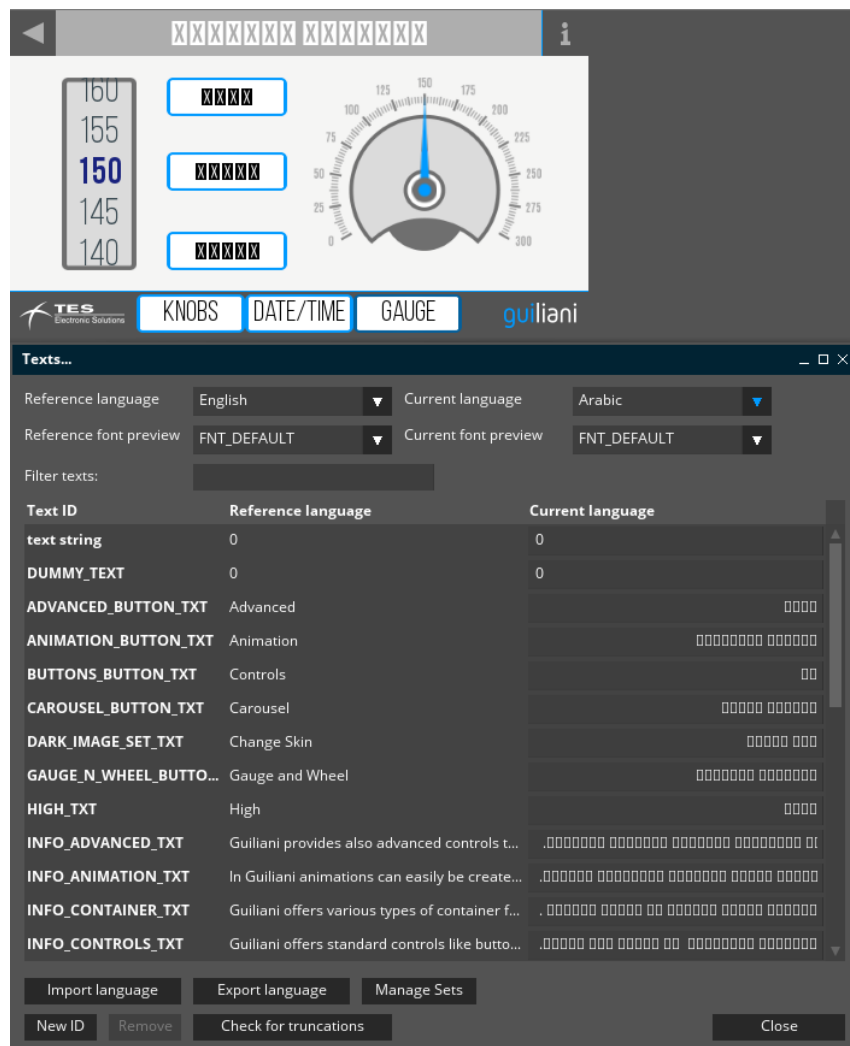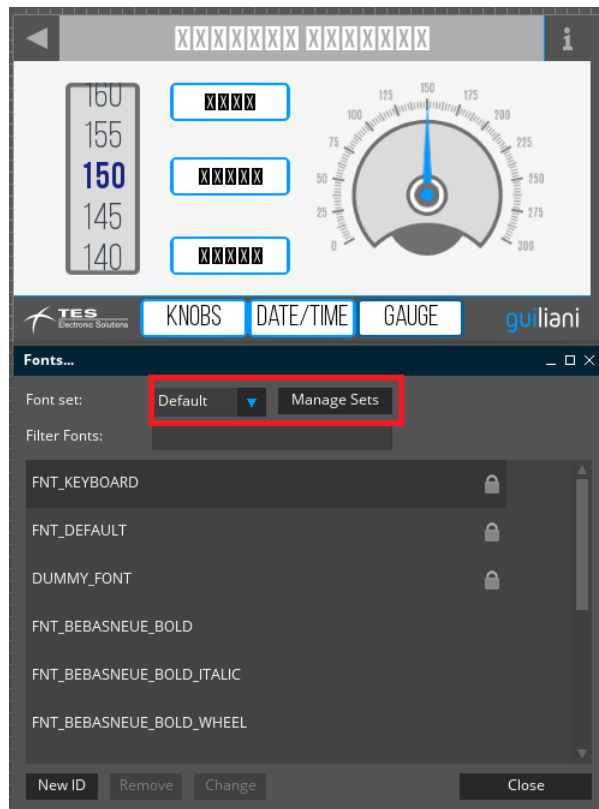
By switching the currently used language to Arabic, which does not use the Latin alphabet, you will see that all texts are displayed using small boxes instead of the correct glyphs. This is because not all font-files include all glyphs used in all languages. These font-files would be very large.
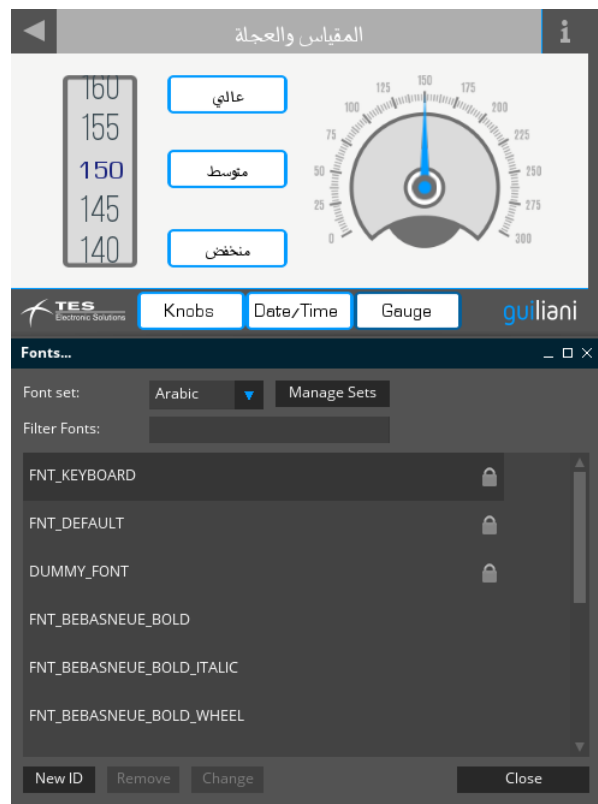
For these languages it is also necessary to work with Font-Sets.

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.