# Localization

Agiloft supports international language localization. To fully translate the interface requires interaction with three files:

- An EUI Templates record, which applies to the end-user interface
- The user translation file, which is knowledgebase-specific text
- The system properties file, which applies to system properties for all systems running on the server

All system text is held in a single file; the system-wide localization controls the general program text, such as the text within setup wizards, error messages, and so on. A second file controls the terms specific to each knowledgebase, such as the names of tables, field labels, and header text. The end-user interface text is stored separately, in an EUI Templates record.

# Download Translation Files

To access the EUI localization:

1. Expand the **System** table.
2. Open the **EUI Templates** table.
3. Open the `translation.properties` record.
4. In the **Body** field, copy the text.
5. Paste the text into a plain-text editor, such as Notepad++.
6. Save the file as `translation_xx.properties`, where `xx` is the java locale for the selected language.

To download the localization files:

1. Go to **Setup > Localization**.
2. On the Language tab, select the target language from the drop-down. Click **Next**.
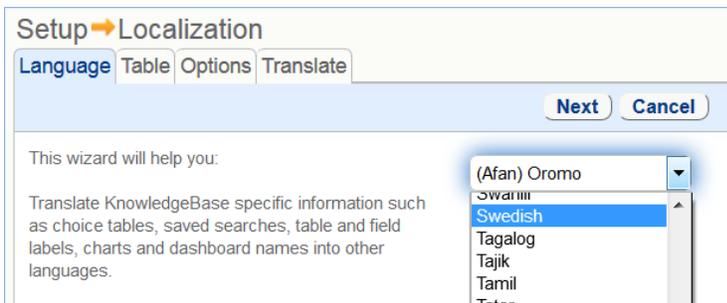


3. On the Table tab, select the Table Tree at the top to create a translation file for all the tables in the system. Table names appear in red when there is no available translation. To translate the text in a specific table, highlight the table name you wish to translate. Click **Next.**
4. On the Options tab, choose whether to exclude previously translated text. Click **Next.**
5. The Translate tab now shows two files for download: `language.txt` and `GUI2_xx.properties`, where `xx` is the java locale for the selected `language`.

The `language.txt` file holds the knowledgebase text; `GUI2_xx.properties` contains the system or program text.

## User Translation File

📄 Swedish.txt

## Upload Translation File

| Browse... | No file selected. | Upload |

## Program Translation File

📄 GUI2_sv.properties

# Localize the EUI File

Open the file where you saved the text from the EUI template. The text contains 'key=value' pairs, where the key refers to a specific item like a table name, and the value is either a setting or a localized field name value. The body text indicates what the value means in each section. You can show or hide tables, define specific home and search pages, or define localized name values in any combination, but make sure those settings are appropriate to be tied specifically to the selected locale.

At a minimum, to provide a translated interface, translate the items under the heading `#These variables provide the text on the home pages`.

When you've translated each value and made any other desired changes, you can apply your translation to the system:

1. Navigate to the **System** > **EUI Templates** table.
2. Select the checkbox next to the `translation.properties` record.
3. Select **Actions** > **Copy**.
4. When prompted, name the record `translation_xx.properties`, where `xx` is the java locale for the selected language.
5. Click **Finish**.
6. Open the new record.
7. In the **Description** field, replace English with the appropriate language.
8. In the **Body** field, delete all the text. Then, paste the text from your completed translation file into the field.
9. Click **Save**.

The EUI localization will be stored in your knowledgebase only, and does not interfere with other knowledgebases on the same server. It will remain in the knowledgebase after reimport and when copying the knowledgebase.

# Localize the User Translation File

There are two ways to localize the user translation file in a knowledgebase: you can manually translate each named object, or use the localization file containing *all* custom text. The text is stored in a file.

# Translate the Entire Knowledgebase

To translate all knowledgebase text at once, you can download a single localization file, translate it, and upload it back to the knowledgebase.

The localization file is a property file. It contains 'key=value' pairs, where the key refers to a specific item like a field name, and the value is the localized field name value. The localization file is stored in UTF-8 encoding and can be edited in any program that supports that encoding.

1. Download the translation file for the target language.
2. Edit the `language.txt` file and translate each value. See: Localization File Tips
3. Upload the translated file to the knowledgebase.

The localization file will be stored in your knowledgebase only, and does not interfere with other knowledgebases on the same server. It will remain in the knowledgebase after reimport and when copying the knowledgebase.

> ⚠ Remember that knowledgebase text does not include all the text you see in the system. The text on buttons and other interface items is controlled by the System Properties File.

# Uploading the translation file

After the file is translated, follow these steps to upload it to a knowledgebase:

1. Go to **Setup > Localization**.
2. On the Language tab, select a different language from the drop-down. You can use any language except the target language.
3. Navigate to the Translate tab.
4. Click **Browse...** to find and select your file, then click **Upload**.
5. **Save** your changes.

# Translate as You Go

You can translate an individual item with the following steps. As an example, we'll translate the People table label into French:

1. Select the target language from the Language menu drop-down in the upper right.
2. Navigate to the appropriate setup wizard.
3. Enter the translated value for the label.



4. **Save** your changes.

You can use this method to relabel a table, field, label, choice field item, admin description, etc. The changes you make are stored and kept in the appropriate language file for the knowledgebase.

# Localize the System Properties File

System properties are server-wide and stored in the GUI2.properties file. You can download the file through the **Setup** menu of any knowledgebase.

See Localization file tips for help, or contact support.

> ⊘ If you upload a customized file directly into your system, it will never be overwritten with future text changes or fixes. Please send your localized GUI2.properties file to Support after translation so it can be included in a future release build. Submit a ticket through the Support Portal with the localized GUI2.properties file attached after the translation has been completed.

## Notes

- Localization does not include the ability to translate record data.
- Changing knowledgebase-specific text can be done by users with **system admin** privileges in the knowledgebase, and is KB-specific.
- Changing the system properties file on requires server-level admin access to the installation directory. We recommend contacting our support team to assist you.
- If you want all new knowledgebases created on your server to include the localization file, translate the default Demo Knowledgebase. New knowledgebases are created by based on the Demo template.