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1. Welcome to COPA-DATA help

GENERAL HELP

If you cannot find any information you require in this help chapter or can think of anything that you would like added, please send an email to documentation@copadata.com (mailto:documentation@copadata.com).

PROJECT SUPPORT

You can receive support for any real project you may have from our Support Team, who you can contact via email at support@copadata.com (mailto:support@copadata.com).

LICENSES AND MODULES

If you find that you need other modules or licenses, our staff will be happy to help you. Email sales@copadata.com (mailto:sales@copadata.com).

2. Language switch

This functionality is essential for the realization of international projects. For example when:

- Delivering a project in different languages
- Central services, which can be accessed from different countries
- Decentral equipment, which can be accessed worldwide
- Language switchable operation of equipment

The language change function allows the language of text information to be switched between different languages in the Runtime. For project configuration, a language table (on page 11) has been created in the detail view of the Language file node.
3. Language switchable texts

Language switching can be used for:

- texts displayed in the Runtime:
  E.g. limit value texts, variable identification.

- Fonts:
  E.g. Arial Unicode.

- Texts in AML, CEL and IPA:
  Status texts and system messages in the Alarm Message List, Chronological Event List and in the Industrial Performance Analyzer

- Alarm/event groups, alarm/event classes:
  Group and class names.

- Runtime dialogs:
  E.g. Standard login window, alarm filter dialog.

- Runtime help:
  The entire Runtime help is language switchable (Preparatory work for language switchable help).

- List path:
  Switching of texts for a screen of the screen type List or HTML pages for screen type HTML.

- Media path:
  Switching of folders for graphics files, help, multimedia, texts, formats and Report Viewer.

- S7 graph function chart:
  Switching of dynamic and static elements.

### License information

Part of the standard license of the Editor and Runtime.
The language change function supports:
Parameters | Description
--- | ---
Graphical elements | Text
 | Link Text
 | Text button
 | Multibin
 | Combined element
 | Universal slider
 | ComboListBox
Variables | Identification (Name is not changeable)
 | Unit
 | Limit value text
The dynamic limit value text makes it possible to insert the current value of a variable into the limit value text of another variable. At this fixed text can be linked via an index with keywords from a language file. For details see: Dynamic limit value text and Using keywords in text lists in manual Variables.
Screens | Screen name
| Standard Recipes | Recipe name
| Menus | Menus
| Report Generator | Standard Texts
| IPA | Texts
| Alarm administration/ Chronologic Event List | List headlines (column labels), alarm/event groups and alarm/event classes name
| Archive Revision | Table headline (Name of the column)
| Runtime | Dialogs in the Runtime
| Reaction Matrices | Limit value text
| Tooltips | Everywhere where signature texts for dynamic elements were defined.
| Signature texts | Everywhere where tooltips can be used

**THE FOLLOWING ARE NOT LANGUAGE SWITCHABLE:**

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Variables</td>
<td>Variable name (the Variable identification is language switchable), String alternate value</td>
</tr>
<tr>
<td>Functions</td>
<td>Function name</td>
</tr>
<tr>
<td>Category</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Fonts</td>
<td>Name</td>
</tr>
<tr>
<td>Frames</td>
<td>Name</td>
</tr>
<tr>
<td>Drivers</td>
<td>Name (can be set during driver selection)</td>
</tr>
<tr>
<td>Data Types</td>
<td>Name</td>
</tr>
<tr>
<td>Reaction Matrices</td>
<td>Name</td>
</tr>
<tr>
<td>Allocations</td>
<td>Name</td>
</tr>
<tr>
<td>Script</td>
<td>Name</td>
</tr>
<tr>
<td>Archive</td>
<td>Identification</td>
</tr>
<tr>
<td>Time Control</td>
<td>Name</td>
</tr>
<tr>
<td>Process Control Engine</td>
<td>Taskname</td>
</tr>
<tr>
<td>Interlockings</td>
<td>Name</td>
</tr>
<tr>
<td>Menus</td>
<td>Name</td>
</tr>
</tbody>
</table>

### 4. Language switch detail view toolbar and context menu
<table>
<thead>
<tr>
<th>Menu item</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>New language file</td>
<td>Inserts a new empty language file in the table.</td>
</tr>
<tr>
<td>Create standard function</td>
<td>Creates a function <strong>Language switch</strong> and opens the dialog (on page 27) for configuration.</td>
</tr>
<tr>
<td>Save</td>
<td>Saves language file.</td>
</tr>
<tr>
<td>Copy file</td>
<td>Copies selected file to the clipboard.</td>
</tr>
<tr>
<td>Copy key</td>
<td>Copies selected key to the clipboard.</td>
</tr>
<tr>
<td>Paste</td>
<td>Pasts content of the clipboard (file or key) to the language table. The pasted file is visible after you refreshed the Editor view.</td>
</tr>
<tr>
<td>Delete file</td>
<td>Deletes selected language files from the language table.</td>
</tr>
<tr>
<td>Delete key</td>
<td>Deletes selected key from the language table.</td>
</tr>
<tr>
<td>Jump back to starting element</td>
<td>If you entered the list via function <strong>linked elements</strong>, the symbol leads back to the start element. Only available in the context menu when all linked elements are opened.</td>
</tr>
<tr>
<td>Export file</td>
<td>Exports selected language file in format TXT.</td>
</tr>
<tr>
<td>Import file</td>
<td>Imports file in TXT format.</td>
</tr>
<tr>
<td>Extended import/export</td>
<td>Opens the menu for importing and exporting of -Step 7 projects, dBase and CSV. Note: For additional information please read the chapter Step 7-project import in the book import - export.</td>
</tr>
<tr>
<td>Search</td>
<td>Opens dialog (on page 15) for searching after entries in the active language file.</td>
</tr>
<tr>
<td>Replace</td>
<td>Opens dialog (on page 16) in order to find and replace entries in the active language file.</td>
</tr>
<tr>
<td>Font for selected language file</td>
<td>Opens drop-down list to select the font (on page 23):</td>
</tr>
<tr>
<td></td>
<td>‣ Selection: The dialog for selecting a font is opened</td>
</tr>
<tr>
<td></td>
<td>‣ Default font: Default font is used</td>
</tr>
<tr>
<td>Language file for the Editor</td>
<td>Opens drop-down list to select language file for the Editor (on page 11).</td>
</tr>
<tr>
<td>Remove all filters</td>
<td>Removes all filter texts from the columns.</td>
</tr>
</tbody>
</table>
### Information

The processes export file, copy, search and replace are all referring to the active language file. Active means:

At clicking the language table the file in whose column you click is set to active. The file name of the active file is displayed in the property window and the column of the file receives a binoculars symbol in the column header.

### 5. Keywords

**DEFINE KEY WORDS**

*Keywords are marked by character @.*

For this, the following applies:
<table>
<thead>
<tr>
<th>@Text</th>
<th>The whole text will be translated.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text</td>
<td>This text will not be translated.</td>
</tr>
<tr>
<td>@Text</td>
<td>The text between the two “@” will be translated.</td>
</tr>
<tr>
<td></td>
<td>The following applies here: After an odd number of “@” the text will be translated (start counting at the beginning of the entry).</td>
</tr>
<tr>
<td></td>
<td>For example: @user@Doe</td>
</tr>
<tr>
<td></td>
<td>› User is translated</td>
</tr>
<tr>
<td></td>
<td>› Doe is not translated</td>
</tr>
<tr>
<td></td>
<td>The text between the first and the second @ is translated, the text between the second and the third @ is not translated!</td>
</tr>
</tbody>
</table>

**LINKING**

It is possible to link text elements which are to be translated with those which are not to be translated.

@The user@ Doe @is logged out.

@Text1@ Text2 @Text3

› Text 1: will be translated
› Text 2: will not be translated
› Text 3: will be translated

**DISPLAYING KEY WORDS IN THE RUNTIME**

*If a keyword is linked to a translation, the translated text is displayed in the Runtime.*

*If a keyword is not linked to a translation, no text is displayed in the Runtime.*

*Texts which are not yet translated can be displayed as keyword. To do this:*

1. navigate to **Graphical design** -> in the project settings **Runtime general**
2. Activate the property **Display not translated keywords**
3. not translated texts are than displayed as @keyword in the Runtime

**6. Language table**

To engineer a language switch you must create a **language table** in the project manager. This language table is based on a text file.
For this, the following applies:

- The table always contains column **key word**.
- The column ZENONSTR.TXT is created automatically. This file cannot be deleted but expanded. When the Runtime starts this file is loaded automatically.
- Each language receives its own column in the language table.
- For each column an own language file (on page 12) is created. In the column the key word is saved together with its translation. Key word and translation are separated by the pipe character |.
- If a key word is entered in the language table, automatically all columns of this line are filled with the key word. This key word is then replaced by the translation of the respective language.
- If no translation is available, the key word is displayed in the Runtime.

### 6.1 Create new language file

To create a new language file:

1. open the context menu of the entry **Language file** in the **project manager**
2. select entry **New**.
3. the dialog for opening a new language file is opened

   ![Dialog for opening a new language file](image)

4. give a freely definable name

   **Note**: Special characters are not allowed; the file extension *.txt is set automatically

5. confirm by clicking on the **OK** button
6. the new file is added to the language table on the far right side

At creating a new language file, language-dependent subfolders with the name of the new file are created in folder for external binary files:

- Graphics
- Help
- Multimedia
- Texts and Formats
6.2 Display and handling

MULTI-LINE DISPLAY

Key texts and translation can be displayed in multi-line.

To define the line height individually:
1. move the mouse to the header on the left-hand side of column key word
2. go to the separator line of the lines until the mouse cursor changes to a cross
3. with the left mouse button pressed, drag the line to the desired height

To customize the line height individually
1. move the mouse to the header on the left-hand side of column key word
2. go to the separator line of the lines until the mouse cursor changes to a cross
3. double-click on the separator line
4. the line height is automatically adapted to the content; the line break for texts is carried out according to the column width

Note: The defined line heights are not saved when you leave the list.

FIND AND REPLACE

It is possible to search texts and text fragments in a language table. At this regular expressions can be used. At the same time the references can also be replaced. Find and replace is always valid for the column in which the cursor is located.

To find and replace:
1. activate the desired column
2. carry out a right click
3. in the context menu select either Search (on page 15) or Replace (on page 16).

INCREMENTAL SEARCH

1. By pressing any alphanumeric key in the list an incremental search is started:
2. The next line of the active column whose text matches the search criterion is selected.
3. The search always refers to the first character of the line. For example:
   
   r finds the line starting with red but not the one starting with green

SORT

To sort the table:

1. click on the column header of the column which should be sorted
2. the column is sorted whereas the sorting order (ascending/descending) is displayed by an arrow above the column label
3. another click in the column header changes the sorting order

FILTER

The language table can be filtered. For this the filter text is entered in the header of the column which should be filtered. All lines which do not match the filter criterion are removed from the list. In the filter text you can use wildcards "*" (several characters) and "?" (single character). You can combine several filters.

To reset the filter, delete the filter text from the header or use command Remove all filters from the context menu.

COPY AND PASTE

Via the context menu you can copy the active file to the clipboard with the help of command Copy file. To paste a file from the clipboard, select command Paste from the context menu.

At pasting it is differentiated between your own project and a foreign project:

- At pasting to the same project a new file with name "Copy n of xxx.txt" is pasted:
  
  - n = Number of the copy
  - xxx = name of the copied file

- At pasting in another project, it is checked whether a language file with the same name already exists.
  
  - If a language file with the same name already exists, there is a query whether the file should be overwritten.
  - If the language file does not exist, it is insert with the name of the copied file in the project.

Note: Key texts can also be copied and pasted with shortcuts Ctrl+C and Ctrl+V. This is not possible for language files.
**RENAME**

The file name of the active file is displayed in the property window as property **File name**. Here you can change the name of the language file (column). At renaming a language file the corresponding language-dependant sub-folders in the binary files folders are also renamed (see chapter Create new language file (on page 12)).

**USE LANGUAGE TABLE IN THE EDITOR**

Keywords can be translated and used during engineering in the Editor. Thus you can - without having to start the Runtime - check for example whether the text field length are large enough for all languages.

To use a language file in the Editor:

1. in the context menu, select the **Language file for Editor** entry.
2. select the desired file in the sub-menu
3. the language file which is active in the Editor is highlighted in the column header with green font

**FONTS**

Fonts (on page 23) can also be changed via the context menu of the language table.

You can create global fonts in the global project. The entries existing there are available for all projects in the workspace.

*Information*

*If the font is not displayed correctly in the list view, you must activate font Arial Unicode in the Control Panel.*

**6.2.1 Search**

To search in the language table execute a right-click on the desired column and select command **Search** from the context menu.
### Parameters | Description
--- | ---
**Search for** | Input of the search term.

**Only whole words** | 
- **Active:** Only the search term defined in the input filed is found.
- **Inactive:** Terms which contain the search term are also found.
  - Example: "Text" also finds "Texture"

**The case** | 
- **Active:** The search is case-sensitive.
  - Example: "Text" only finds "Text" but not "text."
- **Inactive:** Case sensitivity has no influence on the search results.

**Search direction** | Defines search direction.

**Up** | **Active:** It is searched from the highlighted cell up.

**Down** | **Active:** It is searched from the highlighted cell down.

**Continue search** | Finds and highlights next reference.

**Cancel** | Closes search

---

### 6.2.2 Replace

To search and replace in the language table execute a right-click on the desired column and select command **Replace** from the context menu.
### Parameters

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Search for</td>
<td>Input of the search term.</td>
</tr>
<tr>
<td>replace with</td>
<td>Input of the term which should replace the search term.</td>
</tr>
</tbody>
</table>
| Only whole words | ➔ **Active:** Only the search term defined in the input filed is found.  
                 | ➔ **Inactive:** Terms which contain the search term are also found.  
                 | Example: "Text" also finds "Texture" |
| The case       | ➔ **Active:** The search is case-sensitive.  
                 | Example: "Text" only finds "Text" but not "text."  
                 | ➔ **Inactive:** Case sensitivity has no influence on the search results. |
| Find next      | Finds and highlights next reference.            |
| Replace        | The found term is replaced.                     |
| Replacing all  | All found search terms in the active column are replaced automatically. |
| Cancel         | Closes search                                   |

### 6.3 Key words in the language table

Key words (on page 10) for language switchable text are marked by a @ in zenon. In the language table key words are entered without character @. Existing control characters @ are removed automatically.

For the entries in the language table the following is true:

- for each @ packages are created
- these must be inserted individually in the language table.

Example: The language switchable text "@The user@ Doe @is logged out." has two entries in the language table:

- Line 1: **The user**
- Line 2: **is logged out**

- after an import each language file initially receives the key words which it had prior to the import
- as soon as something is changed in the language table (e.g. entry of a new key word) all key words of all languages are synchronized
  - each language file then contains all key words
- all keywords entered in the table newly are always written in all available languages
**Attention**

*The import can lead to new key words for which no translation exists in the already existing language file. In this case the key words are displayed in the Runtime.*

---

**ADD NEW KEYS**

New keys are entered in the last (empty) line. At entering a new key text all translations of the line are filled with the new key text.

If you press **Ins**,

1. the last line is selected independent of the position of the cursor
2. the cell is opened in order to edit the key word

**EDIT KEY AND TRANSLATIONS**

The editing of cells in the list is done by clicking on a cell in the selected line. If you press **F2**, the cell on which the focus currently lies is edited.

**DELETE KEY AND TRANSLATIONS**

You can either delete single translations or whole keys including all translations.

To delete a key word with all translations:

1. select the line
2. press **Del** or select **Delete key** from the context menu
3. the key word is deleted together with all translations without a confirmation request.
4. you can select and delete several lines at once (**Ctrl**+ mouse click; **Shift**+mouse click)

To delete translations:

1. select the line
2. column key word must not be active
3. press and hold the shift key and press **Del**
4. the translation of the active column is deleted

**COPY AND PASTE**

To copy key words:

1. highlight the desired line (multi-select is possible)
2. press Ctrl+C or select **Copy key** from the context menu
3. the key words are copied to the clipboard

To past key words:
1. click in the language table
2. press Ctrl+V or select **Paste** from the context menu
3. the key words and translations are pasted from the clipboard to the list
4. if a copied key already exists in the list, a new key **Copy n of xxx** is created
   - n = Number of the copy
   - xxx = name of the copied key

---

7. **Edit language files externally**

Language files can also be edited externally. For this they must be exported. The export can be:
- TXT file: Edit with **text editor** (on page 22)
- CSV file: Edit with **Microsoft Excel** (on page 22)

To edit a language file:
1. export (on page 20) the desired file
2. carry out the changes depending of the export type with
   - text editor (on page 22) or
   - Microsoft Excel (on page 22)
3. import the file again in the Editor

**Attention**

Note for external change:
- At the import the new file is not simply overwritten but merged with the file available in the current project. For details see: Export and import language files (on page 20)
- Changes always only affect the key word and the selected language. All other languages remain unchanged or empty.
7.1 Export and import language files

EXPORT

To export a language file:
1. click in the desired column (for TXT export)
2. open the context menu with a right-click
3. select the desired export type:
   - Export file: exports the language table in the TXT format
     Is especially suitable for forwarding to other users and the import in other projects. Always only concerns the selected language file.
   - Extended import/export -> Export CSV all: exports all existing tables in the CSV format
     Is especially suitable for external editing. Always concerns all language files of a language table.
4. the dialog for selecting saving location and file name is opened
5. save the export file
6. a message informs you about the export and offers to open the export folder
   - Click on button Yes to open the export folder and to close the dialog
   - Click on button No to close the dialog

IMPORT

To import a language file:
1. click in the language table
2. open the context menu with a right-click
3. select the desired import type:
   - Import file: imports a file in TXT format
   - Extended import/export -> Import CSV: imports a file in CSV format
4. the dialog for selecting a file is opened
5. Click OK to import the file
Attention

The import can lead to new key words for which no translation exists in the already existing language file. In this case the key words are displayed in the Runtime.

**IMPORT OF TXT**

Text files must match the format of the language table for the import: **Key text + | + Translation**

At the import the new file is not simply overwritten but merged with the file available in the current project:

- Entries which exist in the import file and in the project are overwritten with the import entries.
- Entries which only exist in the project are not changed.
- Entries which only exist in the file which is imported are added.
- If a language file of the import file does not yet exist in the project, a new file with a new name is created.

**IMPORT OF CSV**

CSV files must match the format of the language table for the import:

- Valid column separators must be used:
  - Pipe (|)
  - Semi-colon (;)
  - TAB (\>)
  If other characters are used as column separators, an error message is displayed.
- The first line must contain a list of the files whereas a placeholder for column **key words** must be located at the first position.
- The file must have the extension .csv. If this is not the case, an error message is displayed.
- In the additional lines you can find the respective key text and the translations texts separated by the column separator. The key text must always be in the first column.
- If a language file which is stated in a column heading does not yet exist, a new file with the indicated name is created.
- Existing files are merged from a text file in the same way as at the import.
7.2 Editing in text file

EDIT IN A TEXT FILE

The following applies for language files:

- The content is entered as text in chronologic order.
- The separator between a key word and a translated term is the pipe symbol |.
- Only the term after the pipe symbol is translated.

Example

| eins | one |
| zwei | two |
| drei | three |

7.3 Editing in MS Excel

Editing with MS Excel is also possible. In order to edit a language file in MS Excel:

1. export (on page 20) the language table to a CSV file with file extension .csv
2. open the file with MS Excel (double click the file)
3. the export file is automatically imported to Excel
4. the data are displayed as follows:
   - Column A: Keyword
   - additional columns: Translation; a translation per column
   - a separator is not displayed

5. edit the texts as you like

6. save the file as CSV file.

To use the changed language file in zenon, import (on page 20) the CSV file to zenon.

8. Fonts

During the language switch it can be necessary to use different fonts; e.g. a Unicode font for East Asian characters.

**DEFINITION VIA FONT LISTS**

Define fonts and font lists in node Screens/Fonts. The font lists created here can be selected via function Language switch.

Note: You can find details about fonts and lists in chapters Fonts in manual Screens.

**LANGUAGE FILE ASSIGN FONT TYPE DIRECTLY**

Font types can be assigned to language files directly. However this only defines the optical display in the language file. The display of the translated texts in the Editor and in the Runtime is not affected. The display is defined via Font lists.

To assign a font type to a language file:

1. select a column of the language file
2. select Font for selected language file/Selection from the context menu
3. the Windows standard dialog for selecting fonts is opened
4. select the font you wish to assign

   Note: additional settings of the standard dialog such as font color do not affect the display in zenon
9. Pre-defined keywords - system text in CEL

There are pre-defined keywords for all texts, that are used in the Runtime as defaults.

Recommendation: For the engineering use the System Text Wizard.

Attention: Probable changes are overwritten during a zenon update. So we recommend saving the changed file and copying it to the new version after the update.

The Runtime language has to be set to English, so that the language switching works for the dialogs or with the pre-defined keywords for the CEL, because the keywords are defined in English.
Texts which are used in the column headlines of the Chronological Event List and the Alarm management can be configured in the project settings. The dialog is called up via: Chronological Event List -> Column settings CEL or Alarm Message List -> Column settings AML or in the corresponding function Screen switch.

The procedure is the same as with texts. A @ at the beginning of the description makes language switching possible.

10. Paths for language switch of the Runtime help

For the files necessary for the language switch, the necessary entries are automatically created in subfolder to the files when creating a language file:

- Graphics
- Help
- Multimedia
- Texts and formats
- Report Viewer
At the configuration of function Language switch (on page 27) the respective folder can be selected:

![Language switch configuration](image)

**Attention**

_The files must have the same name in the different languages, but they are stored in different folders._

The default path is already given in the Editor. If the function Language change is executed, the path is changed. It is also possible to create individual folders in the project tree in node **File**.

**Information**

_It is possible to create several levels of subfolders in node **File**. In function language switch you can only select folders which are located in the first level._

If the language switch is not activated, the default paths are the standard folders.

**Attention**

_In general, language switching in Runtime is not possible with the HTML help on Microsoft operating systems. Help in which the language can be switched must be configured via a HTML screen._

(Exception: Help under Windows CE.)
11. Evacuating translations

To evacuate texts for translation:

export (on page 20) the language table to CSV

have the texts translated (on page 22)

import the changed CSV file

take care that at distributed engineering you must activate Enable changes for the language file in order to be able to edit it.

⚠️ Attention

In multi-user projects key texts and their translation can only be changed if changes are enabled for the files. Translation text of files for which changes are not possible cannot be selected or edited.

Key texts can only be changed if changes are enabled for all files. At entering new keys, the keys are only entered in files for which changes are enabled.

12. Function Language switch

With this function, text information, for example text information for buttons, can be switched to a different language in the Runtime. When creating a new language file, a language-specific subfolder is created in the respective files for graphics, help, multimedia, texts and format, and Report Viewer. This is given the same name as the new language file. The respective files are stored in this folder. The active subfolder can be switched with the Language switch function. If there is no file with the given name present in the folder, an attempt is made to load the file from the superordinate non-language-specific folder.

To configure the function:

1. Select New function...
2. navigate to node Application
3. select Language switch
4. Configure language switching in the dialog that opens

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Language File</td>
<td>Opens the file manager for selecting a language file.</td>
</tr>
<tr>
<td>Font List</td>
<td>Drop-down list with a list of the fonts defined in the editor.</td>
</tr>
<tr>
<td>Switch folders</td>
<td>Contains paths for required files.</td>
</tr>
<tr>
<td>Graphics</td>
<td>Drop-down list with language-specific subfolders for graphics.</td>
</tr>
<tr>
<td>Help</td>
<td>Drop-down list with language-specific subfolders for CHM Runtime help files.</td>
</tr>
<tr>
<td>Multimedia</td>
<td>Drop-down list with language-specific subfolders for multimedia files.</td>
</tr>
<tr>
<td>Texts and Formats</td>
<td>Drop-down list with language-dependant subfolders for texts and formats</td>
</tr>
<tr>
<td>Report definition files</td>
<td>Drop-down list with language-specific subfolders for Report Viewer</td>
</tr>
<tr>
<td>OK</td>
<td>Accepts configuration, creates function and closes dialog.</td>
</tr>
<tr>
<td>Cancel</td>
<td>Discards settings, closes dialog and creates functions with target.</td>
</tr>
<tr>
<td>Help</td>
<td>Opens online help.</td>
</tr>
</tbody>
</table>