

HRE – LANGUAGE TRANSLATION OVERVIEW

Revision history

2018-06-01	Robin Lamacraft	Original draft
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SCOPE

HRE is a parallel multi-natural language application. Content within the windows and between windows can be displayed in more than one natural language. HRE has 4 language usage labels:

- **GUI Language** – the language which is used for GUI elements that don't contain user data
- **Main Data Entry Language** – the current language that the user is using for data entry. Usually, GUI Language and Main Data Entry Language are the same natural language
- **Alternative Data Entry Language** – an alternative language that the user is using for comparison of translated data entries
- **Report Language** – the language to be used when creating a report. This is usually the same as the Main Data Entry Language.

GUI LANGUAGE

In HRE, the setting of the GUI Language has 2 areas of influence:

1. It sets the Natural Language Support (NLS) for HRE to that language, which impacts those elements of the GUI that do not contain user controlled text elements
2. The GUI non-data entry elements (such as table headings) contain data that should be displayed in the same language as the user data it may be describing, or be related to. These must use HRE service routines to compose the text in the appropriate language.

DATA ENTRY LANGUAGES

In HRE, the setting of either of the Data Entry Languages controls the language in the user data editable GUI elements.

OBJECT NAMES and ABBREVIATIONS

Database table **T204** is provided as a universal store of translations for each available language, the text in that language for the item and an Abbreviation. The main field of interest are:

1. **GUI_ID** - Is the ID of the HRE screen for which the DATA field contains table heading values. If GUI_ID is '00000', there is no associated HRE screen and the TABL_ID is the ID of a table. If GUI_ID is other than '00000', then it defines the HRE screen it relates to, and the TABL_ID defines the table in the HRE screen which the DATA field applies to. For most screens, this means TABL_ID=1, but for some more complex screens with multiple tables there may be a range of entries from 1 upwards.
A special case is when TABL_ID=0, i.e, the data is NOT associated with a table, but may define other text literals used in a screen which are considered data-related and whose value is thus related to the HRE data language setting
2. **TABL_ID** - Is the ID of the type of data held in the DATA field as per the table (or as described for GUI_IDs, above)
3. **LANG_CODE** - A language code expressed in the BCP-47 standard, e.g., 'en-US'
4. **DATA** - Contains word lists in the specified language, with each word separated by '|'. May be null

5. ABBR - Contains abbreviations of the terms in DATA, in the same order, with each item separated by '|'. May be null (e.g., if TABL_ID=0, will always be null).