

# **CMSTranslator**User Documentation

Titel: CMSTranslator User Documentation

Thema / Projekt: xtrans

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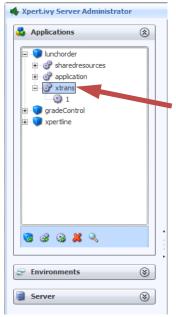


#### 1. Introduction

Dear User, in this document it will be shown, how to translate the cms objects in your different ivy projects with the help of the new CMSTranslator. From the moment in which you have read this documentation, it will be the easiest thing in the world for you to translate whole panels, projects and applications.

# 2. What do I have to do to be able to use the translator

It is very simple to use the CMSTranslator in the Designer import it simply to you workspace and you are able to use it (See the Xpert.ivy 4.2 Designer Guide under Projects/Importing a Project)... On a server create in the application which you want to translate a new process model and deploy the project.



In the designer just put the application into the workspace. On the server the xtrans process must be in the same application as the projects you want to translate.

In the example left we can translate the projects "application" and "sharedressources" in other words all process models in the lunchorder application.

**Note when running on server:** If the tool is running on a server you have to set the global variable *isRunningOnServer* on "true". Make sure that the role *Everbody* has the System Permission *ProcessModelReadAll*.

# NOTE:

You have to set the global variable is Running One Server with the Value "true" in other ways it won't work and an error occurs.

It is necessary at all to set the Global Variable isRunningOneServer on "true".

For more information about deploying and importing of projects visit www.ivyteam.ch



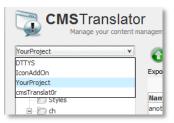
# 3. How can I edit the CMS of a project

#### 3.1. Editing and selecting

#### 3.1.1. Select a project

Start the CMS Translator like a normal ivy project from within the application (on a server) or the workspace (on the ivy designer) where the project whose CMS you want to edit, is deployed.

Then select the project in the combo-box on the top left of the Panel. Now the CMS is loaded, after this you will see all the TEXT and STRING Objects from within the CMS in the table on the left middle of the panel. There you can now edit all the shown CMS Objects.



On a server it will always take the highest project model version.

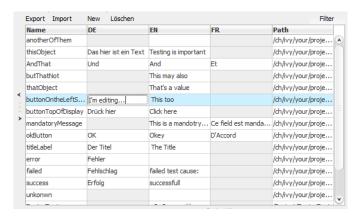
In the example above the content of the project YourProject will be shown.

#### 3.1.2. Edit an object

After the Objects are shown in the table you can edit them, just with duble click on them. The changed values will bee automaticly saved. If save the empty cell, the depending object will be deleted, except in the default language, there will the empty string be saved. (Normaly it's english)

If the cell is coloured gray, there is no value saved.

On the top of the table you can see which column is for which language.





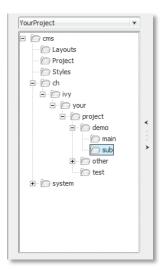
#### 3.1.3. Select a path

If you don't want to see all of the objects, you can filter them by their path: On the left site of the panel is a tree view, where all the existing folders in the project are listed.

If you select a folder the table with the content in it will be updated, n just the content in the selected folder and subfolders will be shown. The folder named cms is the root

folder from your project.

In the example left we will just see the objects from the path /ch/ivy/your/project/demo/sub



# 3.2. Import and export

#### 3.2.1. Export to Excel

May, you don't like to edit the Objects in the translator tool, for this case you can export the objects to an Excel file.

Click on the Export button and select the place where you want to export the objects. A message will appear to inform you the file was saved. Now you can open the file and edit it.



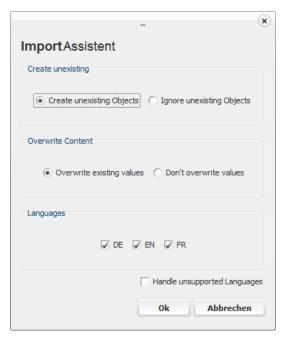


#### 3.2.2. Import to Excel

Now that we know how to export, it is may important to know how you can import it in to the **CMS**Translator.

To do this click the *import button* and chose then the \*.xls file which you want to import. After selecting one more panel appears, were you can set the import options:





Here you can choose if not yet existing objects in the cms should be created or ignored.

This option sets if existing values should be overridden or not.

Her you can choose the languages which you want to import. One in minimum must be selected.

And this option sets whether languages from the file, which are not supported, should be added to the Supported languages and handled or whether it should be just ignored.

After setting all options an submitting a message appears, which informs you how many objects were imported.

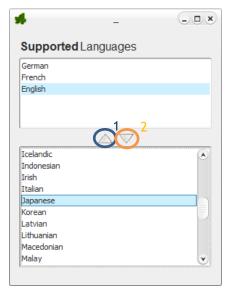


# 4. How can I manage my languages

#### 4.1. Add and remove supported languages

To add and remove supported language you must open the language manager. First show the language filter by clicking on the  $Filter_1$  link and then the language manager  $icon_2$  so that a new window opens, this is the language manager.





This is the language manager on top are the by the cms supported languages listed to remove one, select it and click the *arrow down*<sub>1</sub>.

The language will be removed and all values in this language will be deleted.

On the bottom list we see all aviable languages which are not yet supported. To add one to the supported languages, select it in the list and click the *arrow up*<sub>2</sub>. The language will be added and shown in the main table and the language filter.

#### 4.2. Show hide languages

After clicking the filter link the language filter appears. Here you can select the languages, which you want to see in the table and the export.





# 5. How can I add and delete content objects

#### 5.1. Adding Objects

To add new objects you have two possibilities.

#### 5.1.1. Adding strings and texts

#### 5.1.1.a) Adding wizard

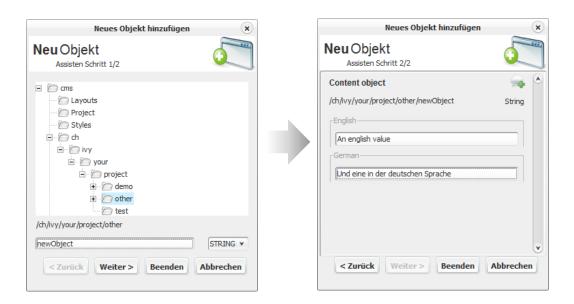
The first possibility is the adding wizard. You can start it by clicking on the *new button* or from the context menu on the table and the tree. The wizard has two steps:



First you have to choose the folder were you want to create the new value in the tree, set the name and select between the two types STRING and TEXT.

In the second step you can add values for the just created object. The value in the default language is automatically created. To add a value in another language click the *add icon*.







#### 5.1.1.b) Adding fast

You can do this also a little bit faster in context menu of the folder tree. Click *Fast add new Object* an input box appears where you can enter a name. This will automatically create a new object with the given name, in the selected folder in the tree and with no values in it.

# 5.1.2. Adding folders

You can create a folder in context menu of the folder tree. Click *Add new Folder* and an input box appears where you can enter a name. This will automatically create a new subfolder of the selected folder in the tree with the given name.

# 5.2. Deleting objects

### 5.2.1. Deleting strings and texts

To delete objects select them in the table and click the *delete button* or select in the context menu of the table *Delete*. This will delete all selected values from the cms.



#### 5.2.2. Deleting folders

To delete a folder right click on it and select *Delete* in the context menu. This will delete the folder an all its sub content. So be sure you just delete folders with content you no longer need.