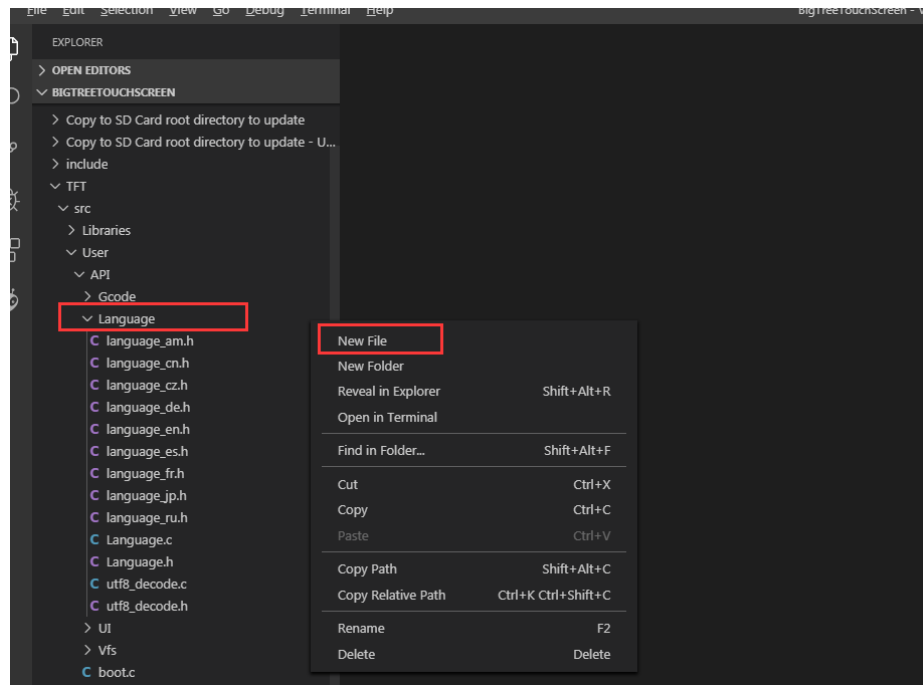
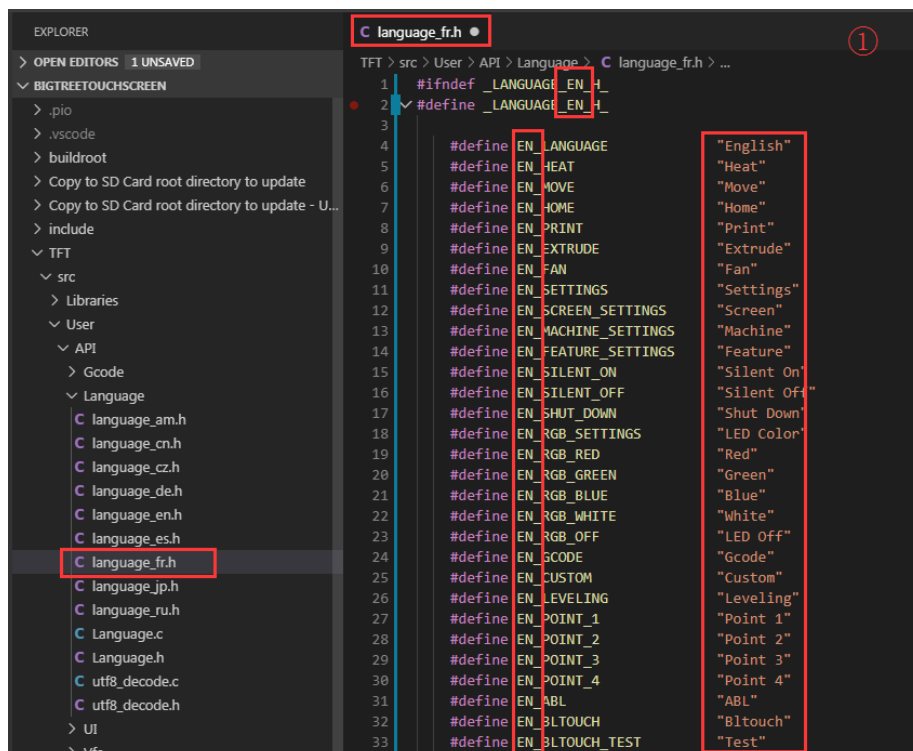


I .How to add language

1. Suppose our new language is French (FRENCH), create a new French header file named "language_fr.h" under the Language folder, copy and paste all the contents of "language_en.h" into the "language_fr.h" file. .



2. Change all the 'EN_' (in English) in "language_fr.h" to 'FR_' (representing French), then translate each entry into the corresponding language (translation of the button cannot exceed 10 characters at most, otherwise it cannot Fully displayed), as shown in the figure below, Figure 1 is before modification, and Figure 2 is modified.

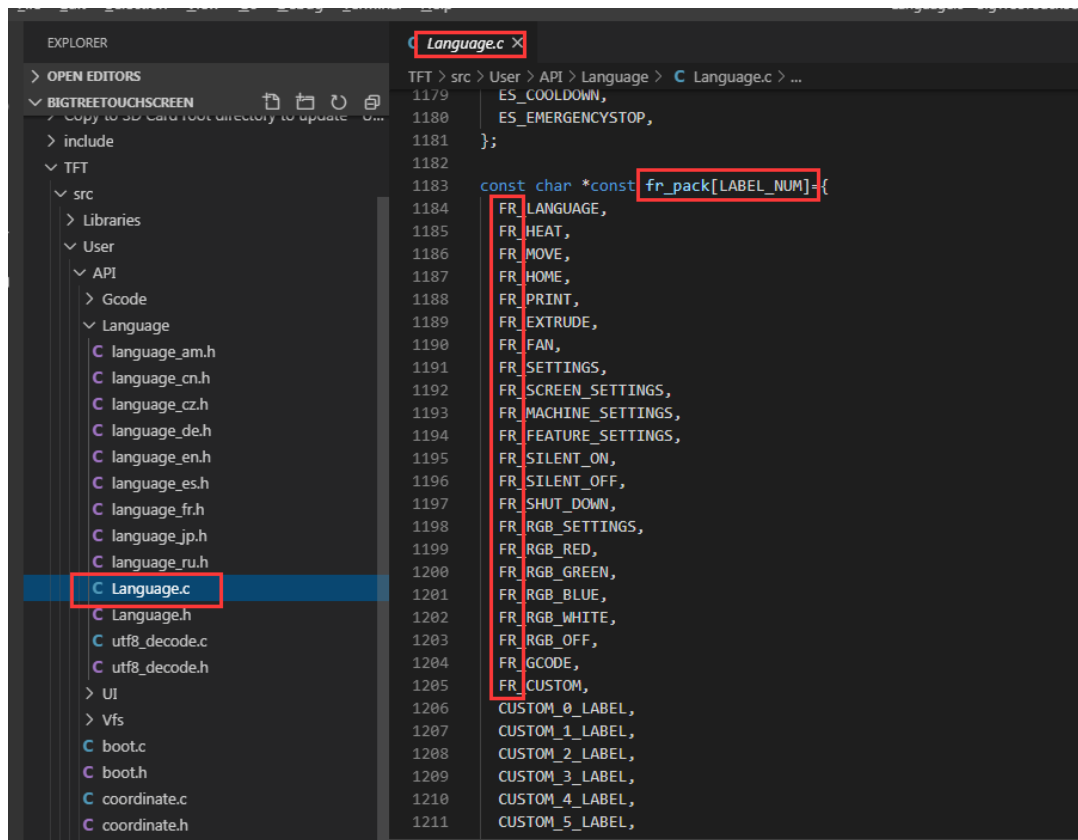


```
1 #ifndef _LANGUAGE_FR_H_
2 #define _LANGUAGE_FR_H_
3
4 #define FR_LANGUAGE "Français"
5 #define FR_HEAT "Chauffer"
6 #define FR_MOVE "Déplacer"
7 #define FR_HOME "Origines"
8 #define FR_PRINT "Impression"
9 #define FR_EXTRUDE "Extruder"
10 #define FR_FAN "Ventiler"
11 #define FR_SETTINGS "Paramètres"
12 #define FR_SCREEN_SETTINGS "Screen"
13 #define FR_MACHINE_SETTINGS "Machine"
14 #define FR_FEATURE_SETTINGS "Feature"
15 #define FR_SILENT_ON "Silent On"
16 #define FR_SILENT_OFF "Silent Off"
17 #define FR_SHUT_DOWN "Shut Down"
18 #define FR_RGB_SETTINGS "LED Color"
19 #define FR_RGB_RED "Red"
20 #define FR_RGB_GREEN "Green"
21 #define FR_RGB_BLUE "Blue"
22 #define FR_RGB_WHITE "White"
23 #define FR_RGB_OFF "LED Off"
24 #define FR_GCODE "Gcode"
25 #define FR_CUSTOM "Custom"
26 #define FR_LEVELING "Niveaux"
27 #define FR_POINT_1 "Point 1"
28 #define FR_POINT_2 "Point 2"
29 #define FR_POINT_3 "Point 3"
30 #define FR_POINT_4 "Point 4"
31 #define FR_ABL "ABL"
32 #define FR_BLTOUCH "Bltouch"
33 #define FR_BLTOUCH_TEST "Test"
```

3. Add a new language index in the "language.h" file.

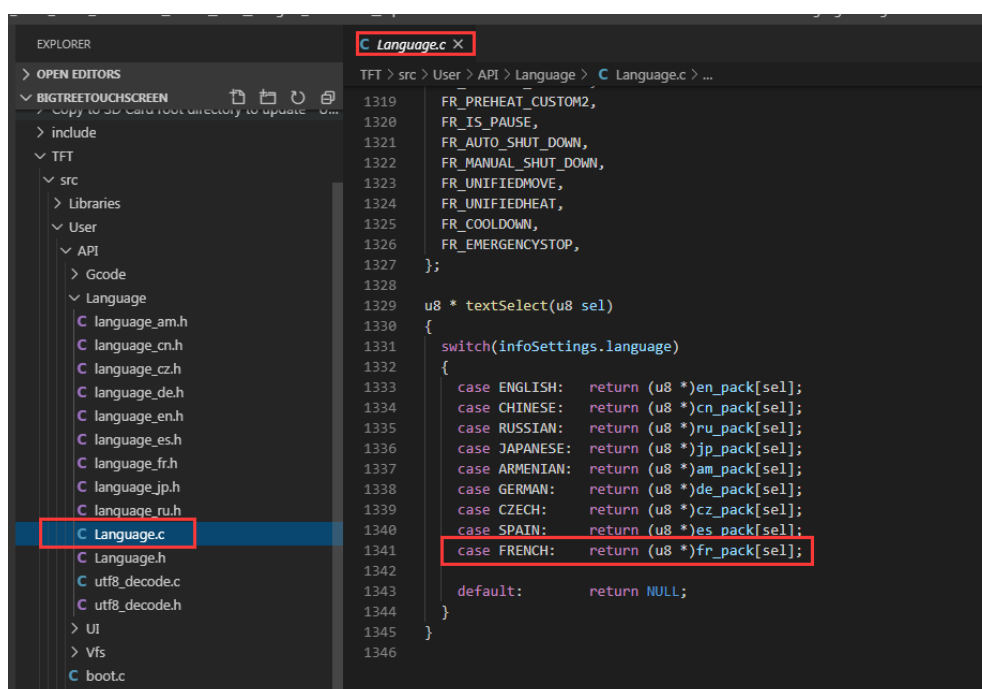
```
1 #ifndef _LANGUAGE_H_
2 #define _LANGUAGE_H_
3
4 #include "stdbool.h"
5 #include "variants.h"
6
7
8 enum
9 {
10     ENGLISH = 0,
11     CHINESE,
12     RUSSIAN,
13     JAPANESE,
14     ARMENIAN,
15     GERMAN,
16     CZECH,
17     SPAIN,
18     FRENCH,
19     LANGUAGE_NUM,
20 };
21
22 enum
23 {
24     LABEL_BACKGROUND = -1,
25     LABEL_LANGUAGE = 0,
26     LABEL_HEAT
```

4. Similar to step 2, open the "language.c" file, copy the entire en_pack[LABEL_NUM] Language package array, paste and rename it fr_pack[LABEL_NUM], and then change all the 'EN_' in this array to 'FR_'.



```
1179 ES_COOLDOWN,  
1180 ES_EMERGENCYSTOP,  
1181 };  
1182  
1183 const char *const fr_pack[LABEL_NUM]={  
1184     FR_LANGUAGE,  
1185     FR_HEAT,  
1186     FR_MOVE,  
1187     FR_HOME,  
1188     FR_PRINT,  
1189     FR_EXTRUDE,  
1190     FR_FAN,  
1191     FR_SETTINGS,  
1192     FR_SCREEN_SETTINGS,  
1193     FR_MACHINE_SETTINGS,  
1194     FR_FEATURE_SETTINGS,  
1195     FR_SILENT_ON,  
1196     FR_SILENT_OFF,  
1197     FR_SHUT_DOWN,  
1198     FR_RGB_SETTINGS,  
1199     FR_RGB_RED,  
1200     FR_RGB_GREEN,  
1201     FR_RGB_BLUE,  
1202     FR_RGB_WHITE,  
1203     FR_RGB_OFF,  
1204     FR_GCODE,  
1205     FR_CUSTOM,  
1206     CUSTOM_0_LABEL,  
1207     CUSTOM_1_LABEL,  
1208     CUSTOM_2_LABEL,  
1209     CUSTOM_3_LABEL,  
1210     CUSTOM_4_LABEL,  
1211     CUSTOM_5_LABEL,
```

5. The mapping relationship of the new language is added. At this point, the new language has been added. After compiling and updating, you can use the new language by switching the language in the setting interface.



```
1319 FR_PREHEAT_CUSTOM2,  
1320 FR_IS_PAUSE,  
1321 FR_AUTO_SHUT_DOWN,  
1322 FR_MANUAL_SHUT_DOWN,  
1323 FR_UNIFIEDMOVE,  
1324 FR_UNIFIEDHEAT,  
1325 FR_COOLDOWN,  
1326 FR_EMERGENCYSTOP,  
1327 };  
1328  
1329 u8 * textSelect(u8 sel)  
1330 {  
1331     switch(infoSettings.language)  
1332     {  
1333         case ENGLISH: return (u8 *)en_pack[sel];  
1334         case CHINESE: return (u8 *)cn_pack[sel];  
1335         case RUSSIAN: return (u8 *)ru_pack[sel];  
1336         case JAPANESE: return (u8 *)jp_pack[sel];  
1337         case ARMENIAN: return (u8 *)am_pack[sel];  
1338         case GERMAN: return (u8 *)de_pack[sel];  
1339         case CZECH: return (u8 *)cz_pack[sel];  
1340         case SPAIN: return (u8 *)es_pack[sel];  
1341         case FRENCH: return (u8 *)fr_pack[sel];  
1342     }  
1343     default: return NULL;  
1344 }  
1345  
1346
```