

# Zusammenfassung „Gebrauch chinesischer Schriftzeichen“

für die Chinesischen Schriftzeichen benötigen Sie die Chinese\_Translation Lizenz-Option (Siehe auch TPI 110676)

<b>Nummer</b>	110676
<b>Typ</b>	TPI
<b>Erstellungsdatum</b>	25-Sep-2001
<b>Zuletzt aktualisiert</b>	20-Apr-2004
<b>Titel</b>	Creating, Viewing and Editing Multi-Lingual Drawings
<b>Details</b>	<p><b>Zusätzliche Information</b></p> <p>Description ----- It is possible to create, view and edit drawings in Pro/ENGINEER that contain both English and foreign language text strings in the same Pro/ENGINEER session. This technique is only valid for drawings containing English text strings and *one* other language. Drawings containing three or more languages cannot be handled in the way described in this document.</p> <p>Resolution ----- There are several config options for customizing the localization of the Pro/ENGINEER user interface. They are:</p> <p>dialog_translation (yes*, no) - Specifies the language in which the dialogs display when running foreign language. If set to Yes, dialogs will display according to the language specified by the LANG environment variable. If set to No, dialogs will display in English.</p> <p>help_translation (yes*, no) - Specifies the language in which the short help messages (appearing in the status bar) display when running in a foreign language. If set to Yes, short help messages will display according to the language specified by the LANG environment variable. If set to No, short help messages will display in English.</p> <p>menu_translation (yes*, no, both) - Specifies the language in which the menus display when running in a foreign language. If set to Yes, dialogs will display according to the language specified by the LANG environment variable. If set to No, menus will display in English. If set to Both, then both English and the language specified by the LANG variable are shown side by side.</p> <p>msg_translation (yes*, no) - Specifies the language in which messages (e.g. message window) are shown. If set to Yes, messages will appear in the language specified by the LANG variable. If set to no, they are displayed in English.</p> <p>To use an English Pro/ENGINEER user interface to view, create or edit a drawing that contains both a Japanese and English note, set the following config.pro options:</p> <pre>dialog_translation no msg_translation no+ help_translation no menu_translation no</pre> <p>Then set the LANG environment variable to the appropriate Japanese locale. You must be running Pro/ENGINEER on an Operating System that supports Japanese (Japanese fonts are installed and available). For example, on Windows, this is "japanese". When starting Pro/ENGINEER it will appear in English, however, the drawing will show both the Japanese characters and English characters. Please note, to input Japanese characters you will need to have the appropriate keyboard support configured. This is a function of the operating system configuration and is outside the scope of this document.</p> <p>**For Chinese translation an additional license is required. This license is Chinese_Translation, it is option number 155.</p>

Bitte beachten Sie noch einmal die Hinweise dem TPI:  
<http://www.ptc.com/cs/tpi/122639.htm>

## Support

### Lösungsdetails - TPI

<b>Nummer</b>	122639
<b>Typ</b>	TPI
<b>Erstellungsdatum</b>	02-Sep-2003
<b>Zuletzt aktualisiert</b>	17-Sep-2003
<b>Titel</b>	How to run Pro/ENGINEER in a multi-byte Language (Japanese, Chinese, Korean) and how to view models with multi-byte characters on an English Windows Operating System
<b>Details</b>	<p><b>Zusätzliche Information</b></p> <p>Description ----- How to run Pro/ENGINEER 2001 or Wildfire in a multi-byte Language (Japanese, Chinese, Korean) on an English Windows Operating System and how to view models with multi-byte characters on an English Windows Operating System</p> <p>Alternate Technique ----- See Resolution below.</p> <p>Resolution ----- Pro/ENGINEER 2001 or Wildfire can be run in a multi-byte Language (Japanese, Chinese, Korean) on an English Windows Operating System if the appropriate Language Pack has been installed on the machine's operating system (refer to Microsoft for additional information about Language Packs). The appropriate Language should be installed when installing Pro/ENGINEER and the appropriate environment settings should be made to enable the desired Language interface. For more information on configuring Pro/ENGINEER to start in a particular locale, please refer to Appendix B (System Administration Information) of the installation guide for more information.</p> <p>In addition, models containing multi-byte data can be viewed in an English Language environment of Pro/ENGINEER if the appropriate Language Pack has been installed on the operating system.</p> <p>Creation/Editing of multi-byte characters is only supported when Pro/ENGINEER is running in the locale of the Language being inputted. For example, in order to type or modify Japanese characters, the locale should be set to Japanese when running Pro/ENGINEER. Refer to TPI 110676 for additional information.</p>

Hier zusammengefasst die wichtigsten Voraussetzungen:

Das Windows-System muss für diese Sprache konfiguriert sein. Da sieht auf einem deutschen Windows 2000 z.B. wie folgt aus:



Pro/E muss (!! ) auf chinesisches gestartet werden (z.B. die Umgebungsvariable LANG auf chinese\_tw setzen) ! Um dann eine englische Oberfläche zu erhalten, die config.pro option wie folgt setzen:

```
dialog_translation no
msg_translation no
help_translation no
menu_translation no
```

**Es ist nicht möglich Pro/E auf Deutsch (oder irgend einer anderen Sprache außer Englisch) zu starten und dann mit Chinesischen Schriftzeichen zu arbeiten!**

Um Pro/E auf Chinesisch starten zu können, benötigen Sie die "Chinese\_Translation" Lizenz-Option

Bitte beachten Sie auch, dass je nach Sprache (traditionelles Chinesisch oder Vereinfachtes Chinesisch) unterschiedliche Schriftzeichen unterstützt werden.