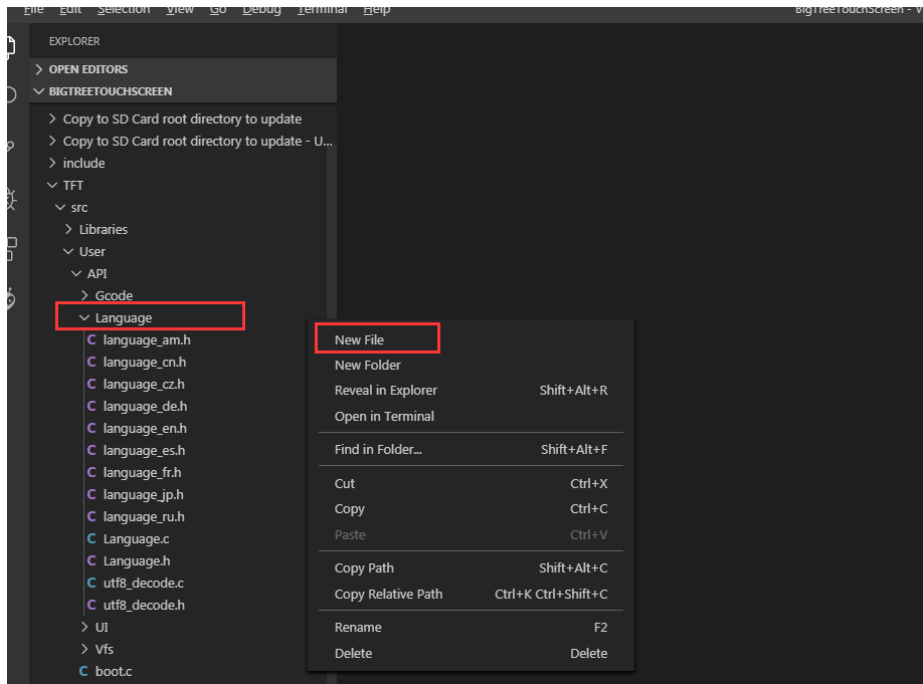
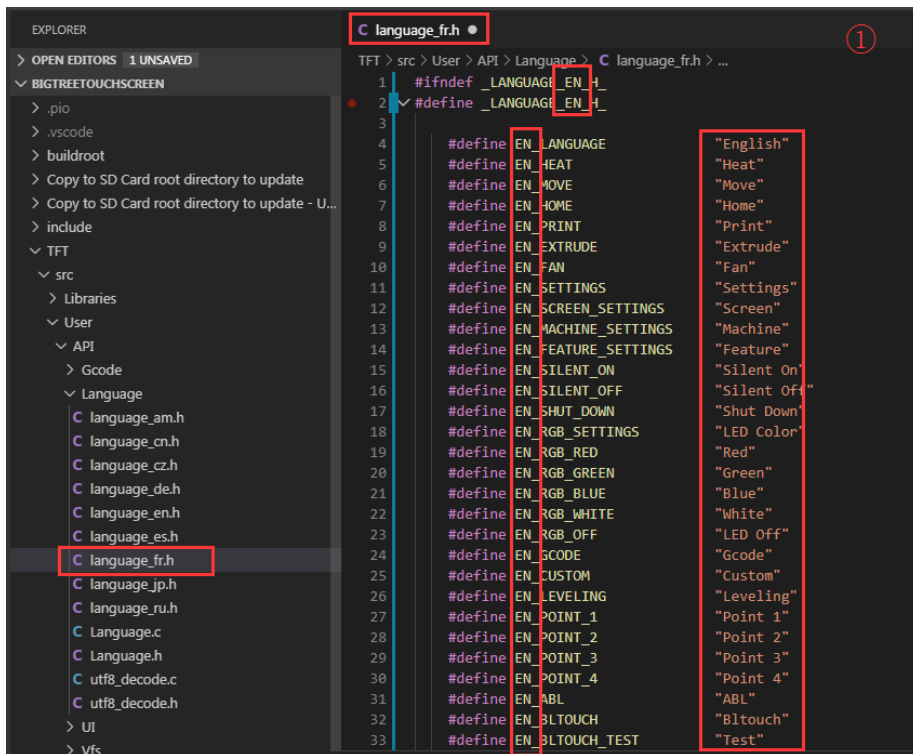


## 一、如何新增语言

1. 假设我们新建的语言是法语(FRENCH), 在 Language 文件夹下新建一个名为"language\_fr.h"的法语头文件, 将"language\_en.h"中的所有内容复制粘贴到"language\_fr.h"文件中。



2. 将"language\_fr.h"中所有的 'EN\_'(代表英文) 修改为 'FR\_'(代表法语), 然后将每条词条翻译为对应的语言(button 的翻译最多不能超过 10 个字符, 否则无法完全显示), 如下图所示, 图①为修改前, 图②为修改后。



```
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. 在“language.h”文件中新增一个语言的索引。

```
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
20     LANGUAGE_NUM,
21 };
22
23 enum
24 {
25     LABEL_BACKGROUND = -1,
26     LABEL_LANGUAGE = 0,
27     LABEL_HEAT
```

4. 与第 2 步类似，在“Language.c”文件中，复制整个 en\_pack[LABEL\_NUM] 语言包数组，粘贴重命名为 fr\_pack[LABEL\_NUM]，然后将此数组中所有‘EN\_’修改为 ‘FR\_’。

```
EXPLORER
C Language.c x
OPEN EDITORS
BIGTREETOUCHSCREEN
language_it.h
language_jp.h
language_pl.h
language_pt.h
language_ru.h
language_sk.h
Language.c
Language.h
Language.inc
utf8_decode.c
61 #undef X_WORD
62 };
63
64 const char *const es_pack[LABEL_NUM] = {
65     #define X_WORD(NAME) ES_##NAME ,
66     #include "Language.inc"
67     #undef X_WORD
68 };
69
70 const char *const fr_pack[LABEL_NUM] = {
71     #define X_WORD(NAME) FR_##NAME ,
72     #include "Language.inc"
73     #undef X_WORD
74 };
75
```

5. 新增语言的映射关系，至此新语言已经添加完成，编译更新后，在设置界面切换语言即可使用新增的语言。

```
EXPLORER
C Language.c x
OPEN EDITORS
BIGTREETOUCH...
language_it.h
language_jp.h
language_pl.h
language_pt.h
language_ru.h
language_sk.h
Language.c
Language.h
Language.inc
utf8_decode.c
utf8_decode.h
UI
Vfs
boot.c
boot.h
coordinate.c
coordinate.h
extend.c
extend.h
flashStore.c
112 u8 * textSelect(u8 sel)
113 {
114     switch(infoSettings.language)
115     {
116         case ENGLISH: return (u8 *)en_pack[sel];
117         case CHINESE: return (u8 *)cn_pack[sel];
118         case RUSSIAN: return (u8 *)ru_pack[sel];
119         case JAPANESE: return (u8 *)jp_pack[sel];
120         case ARMENIAN: return (u8 *)am_pack[sel];
121         case GERMAN: return (u8 *)de_pack[sel];
122         case CZECH: return (u8 *)cz_pack[sel];
123         case SPAN: return (u8 *)es_pack[sel];
124         case FRENCH: return (u8 *)fr_pack[sel];
125         case PORTUGUESE: return (u8 *)pt_pack[sel];
126         case ITALIAN: return (u8 *)it_pack[sel];
127         case POLISH: return (u8 *)pl_pack[sel];
128         case SLOVAK: return (u8 *)sk_pack[sel];
129         case DUTCH: return (u8 *)du_pack[sel];
130         case HUNGARIAN: return (u8 *)hu_pack[sel];
131
132         default: return NULL;
133     }
134 }
135
```