Multi-Language UI Localization

Switch Solution Center and Designer into any of the 12 bundled interface languages.

Modules **Solution Center** Multi-Language UI Localization

Version 10.1.5+

FrameworX 10.1.5 reads UI text from `.mui` dictionary files shipped next to the runtime and Designer binaries. Switching the language reloads the dictionary and translates every bound UI element.

Tag names, property names, script identifiers, and any other product vocabulary stay in English across every language. The localization pipeline covers the interface surface only.

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Supported Languages

The installer places one `.mui` file per language in the product folders. Twelve languages ship with 10.1.5:

Code	Language	File
en-US	English (United States)	`en-us.mui`
pt-BR	Portuguese (Brazil)	`pt-br.mui`
es-ES	Spanish	`es-ES.mui`
fr-FR	French	`fr-FR.mui`
de-DE	German	`de-DE.mui`
it-IT	Italian	`it-IT.mui`
pl-PL	Polish	`pl-PL.mui`
tr-TR	Turkish	`tr-TR.mui`
zh-CN	Chinese (Simplified)	`zh-CN.mui`
ja-JP	Japanese	`ja-JP.mui`
ko-KR	Korean	`ko-KR.mui`
vi-VN	Vietnamese	`vi-VN.mui`

Filename matching is case-insensitive — the runtime tries the BCP 47 code as written, then a lower-case variant, then a region-prefix wildcard. Missing files fall back to English silently and emit one trace log line at load time.

Switching the Language

From Solution Center

1. Open Solution Center.
2. Choose a language from the **Language** combobox at the top right.
3. Solution Center reloads its UI in the selected language.
4. Click **Edit** on any solution. Designer opens in the same language.

From Designer Command Line

Pass `/language:<xx-XX>` when launching Designer directly:

```
Designer.exe /solution:"C:\Solutions\Plant1.tproj" /language:pt-BR
```

Solution Center passes this argument automatically whenever its language is not en-US.

From Designer MCP

The `create_solution` and `open_solution` tools pass the current `TLocale.Language` value to Designer as `/language:<xx-XX>`. When Claude runs in a non-English session, Designer comes up in the same language.

What Translates

- Menu and toolbar labels.
- Dialog titles and field labels.
- `TMessageBox` prompts raised by Device, Alarm, Script, Displays, Themes, Data Explorer, UNS, and Runtime tabs.
- Alarm viewer grid column titles.
- Solution Center welcome pages, license dialog, server status strings.
- Context menu items on charts and display controls.

What Stays in English

- Tag names, UserType names, UserType member names.
- Property names such as `Value`, `Quality`, `Timestamp`.
- Script identifiers and object model paths (`@Tag.*`, `@Alarm.*`, `@Display.*`).
- Runtime trace log messages.
- Product names, module names, and protocol names.
- Menu entries that mirror sidebar navigation (the **View** menu — `Tags`, `Devices`, `Historian`, `Datasets`, `Reports`, `Scripts`, `Security`, `Displays`). These match the sidebar so the menu, the navigation tree, and the public docs / MCP / forum all use the same words.

This rule keeps scripts, data exports, and external integrations portable across language installs.

Invalid or Missing Language

- Invalid value in `/language:<xx-XX>`: Designer loads English with no dialog.
- No `/language` argument: Designer loads English.
- Missing `.mui` file for a valid language: the UI renders English, and the runtime trace log receives one line naming the missing file.

Related Topics

- Installation and Licensing Reference for installer options.
- MCP and Claude Setup for Designer MCP language handoff.

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