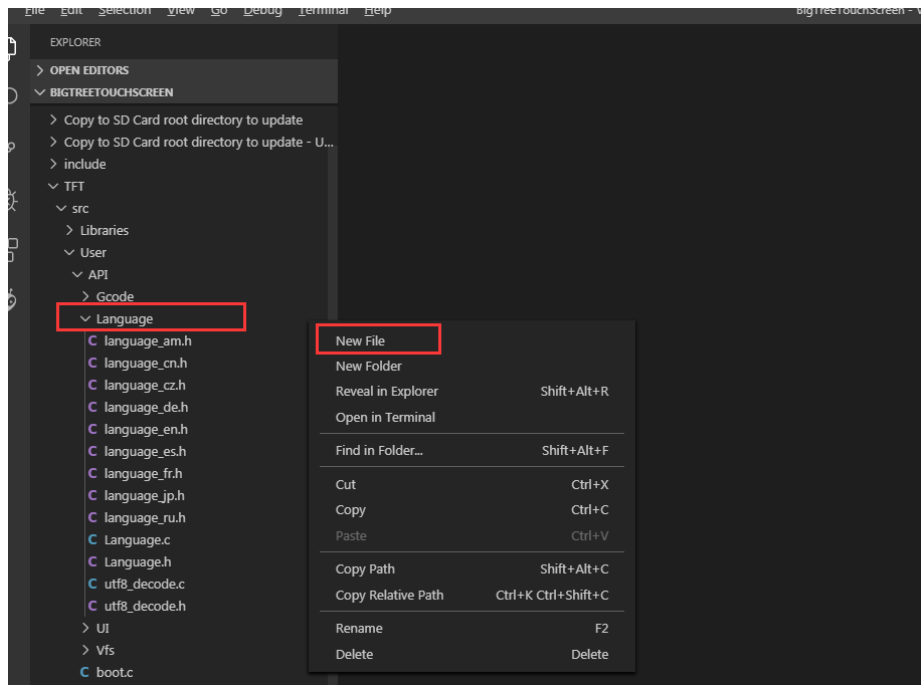
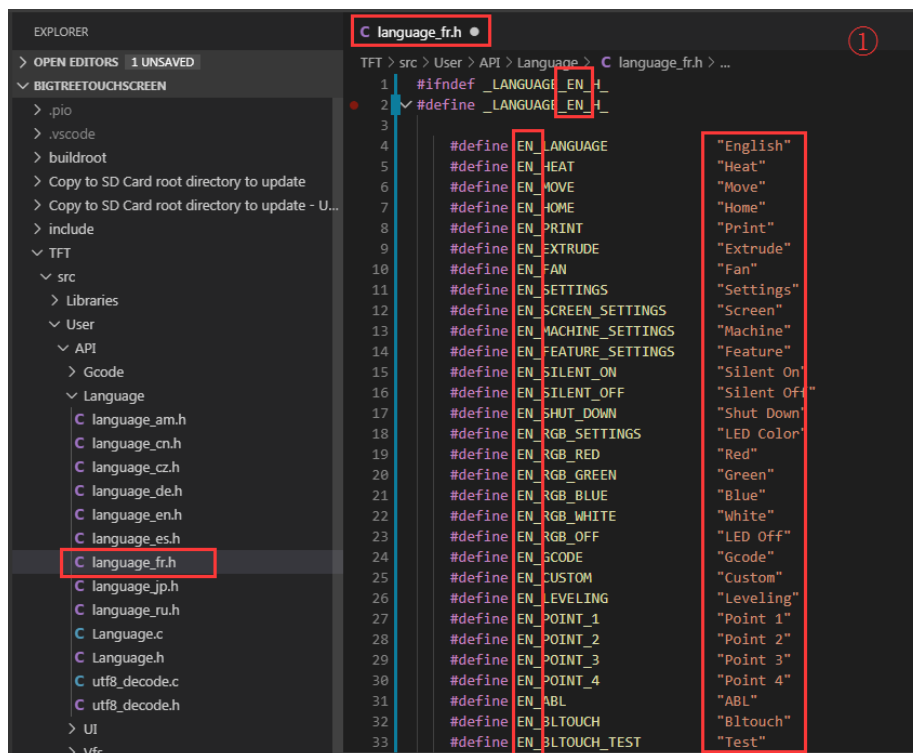


I .How to add language

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.

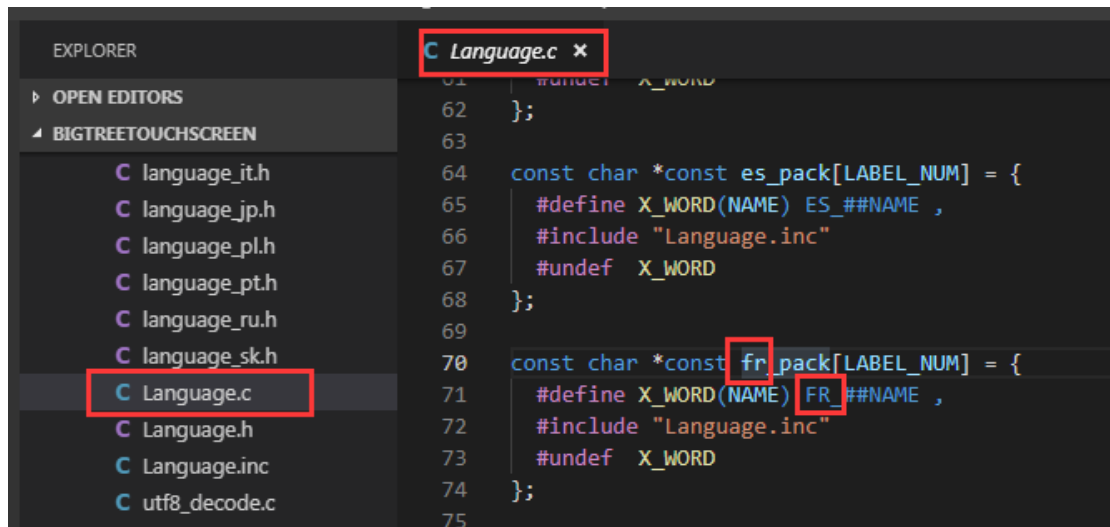


```
1 #ifndef _LANGUAGE_FR_H_
2 #define _LANGUAGE_FR_H_
3
4 #define FR_LANGUAGE "Français"
5 #define FR_HEAT "Chauffer"
6 #define FR_MOVE "Déplacer"
7 #define FR_HOME "Origines"
8 #define FR_PRINT "Impression"
9 #define FR_EXTRUDE "Extruder"
10 #define FR_FAN "Ventiler"
11 #define FR_SETTINGS "Paramètres"
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
20 LANGUAGE_NUM,
21 };
22
23 enum
24 {
25 LABEL_BACKGROUND = -1,
26 LABEL_LANGUAGE = 0 ,
27 LABEL_HEAT
```

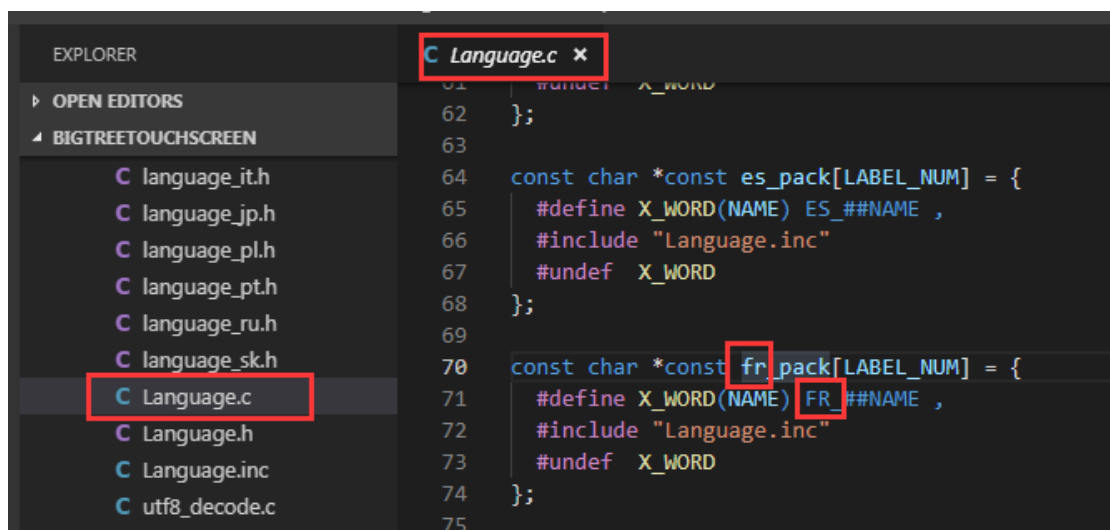
4. Similar to step 2, open the "language.c" file, copy the entire en_pack[LABEL_NUM] Language package array, paste and rename it fr_pack[LABEL_NUM], and then change all the 'EN_' in this array to 'FR_'.



```
EXPLORER
└─ 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

C Language.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. 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.



```
EXPLORER
└─ 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

C Language.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
```