

# LangLib - WPF localization using Uids

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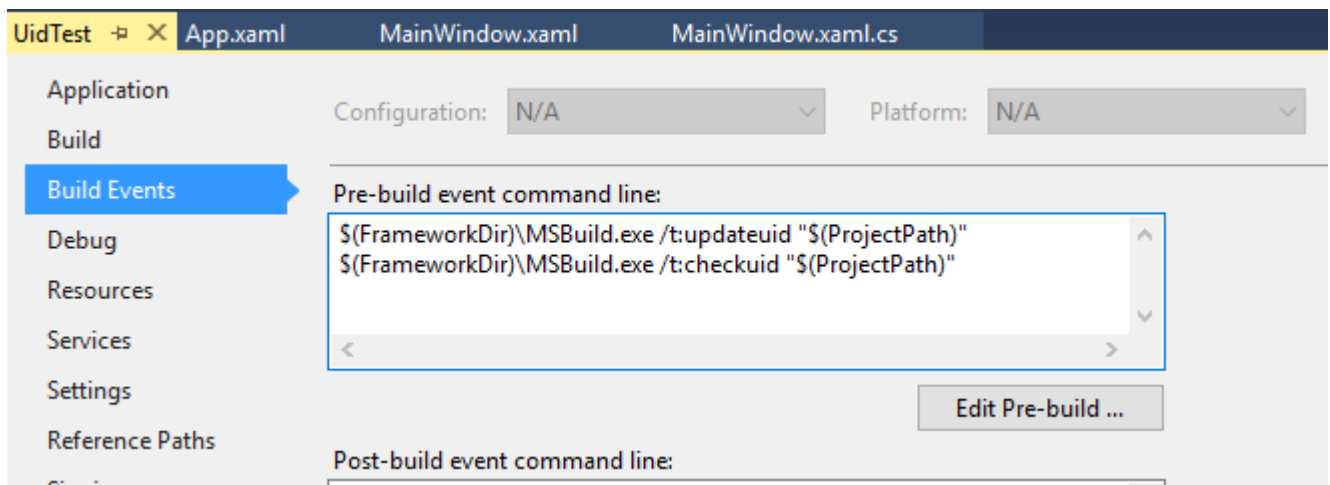
## WPF localization using Uids

Since version 1.1.0.1 of the LangLib (MultiDB) and v.1.0.0.5 (SQLite) it has had a possibility to use FrameworkElement.Uid for localization.

It's not recommended that you give the x:Uid values to XAML yourself but use a tool to generate them.

The x:Uid values are generated using MSBuild tool. The basic syntax is *MSBuild.exe /t:updateuid YourProjectFile.csproj* and *MSBuild.exe /t:checkuid YourProjectFile.csproj*.

The easiest way is to add these commands to application's Pre-build event command line:



### The Pre-build event command line as text

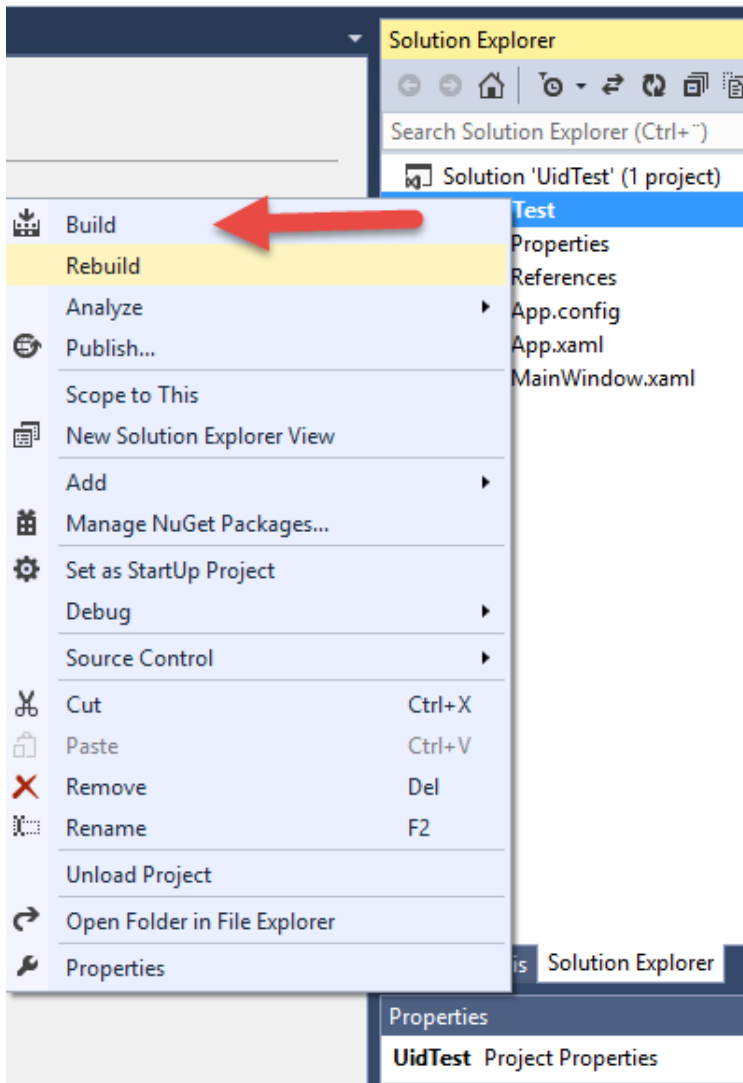
```
$(FrameworkDir)\MSBuild.exe /t:updateuid "$(ProjectPath)"
$(FrameworkDir)\MSBuild.exe /t:checkuid "$(ProjectPath)"
```

As seen in my test project there is no x:Uid tags in the XAML yet:

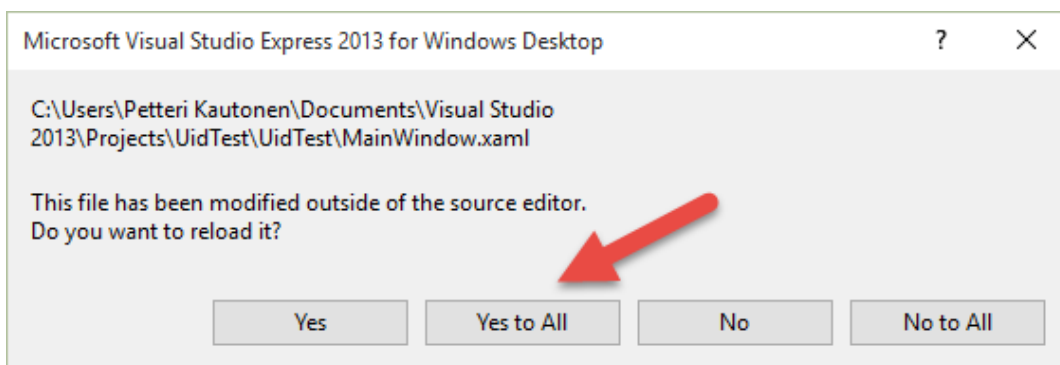


## Lets build

Select the application and select Build



The Visual Studio IDE immediately notifies that some files in the solution have been changed:



Lets select the "Yes to All" button.

The build output should look something like this

```
1>----- Build started: Project: UidTest, Configuration: Debug Any CPU -----
1> Microsoft (R) Build Engine version 4.6.79.0
1> [Microsoft .NET Framework, version 4.0.30319.42000]
1> Copyright (C) Microsoft Corporation. All rights reserved.
1>
1> Build started 3.11.2015 17:01:16.
1> Project "C:\Users\Petteri Kautonen\Documents\Visual Studio
2013\Projects\UidTest\UidTest\UidTest.csproj" on node 1 (updateuid target(s)).
1> UpdateUid:
1> Checking Uids in file 'MainWindow.xaml' ...
1> Checking Uids in file 'App.xaml' ...
1> Uids updated in 2 files.
1> Done Building Project "C:\Users\Petteri Kautonen\Documents\Visual Studio
2013\Projects\UidTest\UidTest\UidTest.csproj" (updateuid target(s)).
1>
1> Build succeeded.
1> 0 Warning(s)
1> 0 Error(s)
1>
1> Time Elapsed 00:00:00.55
1> Microsoft (R) Build Engine version 4.6.79.0
1> [Microsoft .NET Framework, version 4.0.30319.42000]
1> Copyright (C) Microsoft Corporation. All rights reserved.
1>
1> Build started 3.11.2015 17:01:17.
1> Project "C:\Users\Petteri Kautonen\Documents\Visual Studio
2013\Projects\UidTest\UidTest\UidTest.csproj" on node 1 (checkuid target(s)).
1> CheckUid:
1> Checking Uids in file 'MainWindow.xaml' ...
1> Checking Uids in file 'App.xaml' ...
1> Uids valid in 2 files.
1> Done Building Project "C:\Users\Petteri Kautonen\Documents\Visual Studio
2013\Projects\UidTest\UidTest\UidTest.csproj" (checkuid target(s)).
1>
1> Build succeeded.
1> 0 Warning(s)
1> 0 Error(s)
1>
1> Time Elapsed 00:00:00.05
```

Lets see how the XAML did change:

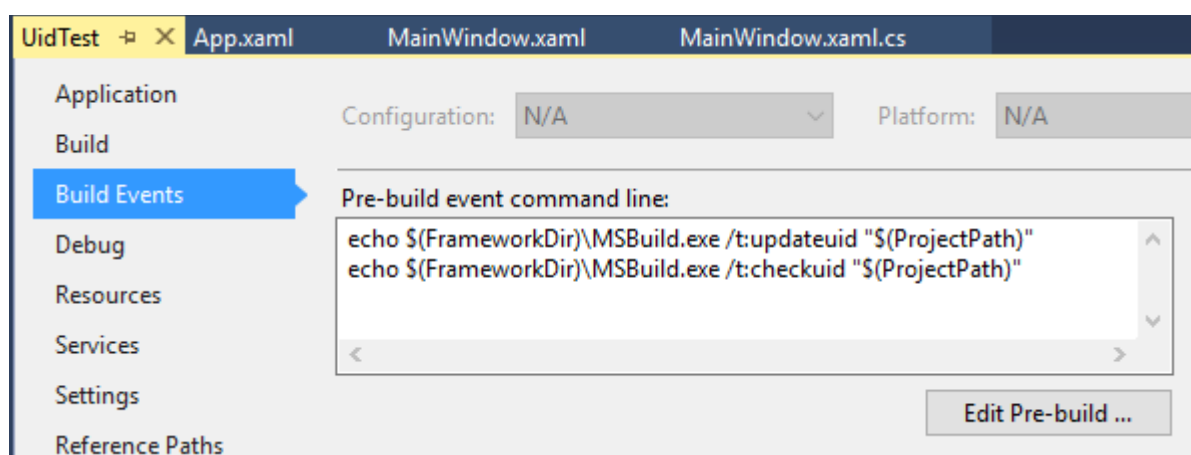
```
Design XAML
<Window x:Uid="Window 1" x:Class="UidTest.MainWindow"
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  Title="MainWindow" Height="350" Width="525">
  <Grid x:Uid="Grid 1">
    <Label x:Uid="Label 1" Content="Label" HorizontalAlignment="Left" Margin="27,40" />
    <Button x:Uid="Button 1" Content="Button" HorizontalAlignment="Left" VerticalAlignment="Top" />
    <Label x:Uid="Label 2" Content="Another label" HorizontalAlignment="Left" Margin="27,40" />
  </Grid>
</Window>
```

All the FrameworkElement descendants now have an x:Uid value thus they can now be localized by the LangLib.

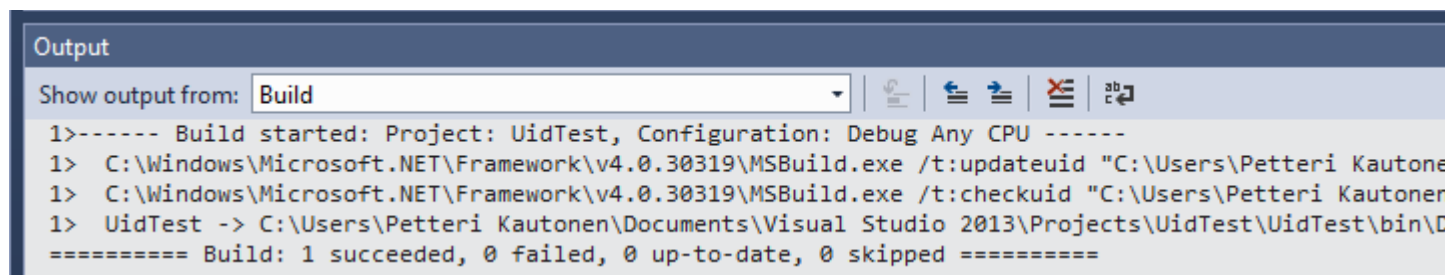
## Disabling the Uid / x:Uid generation while developing

You can use any batch script commands / markings to disable the Uid / x:Uid generation such as *echo*, *rem* or ...

For example echo just echoes the commands before build:



And the build result:



This way you can even copy the commands to run them outside the IDE.

The :: mark before a command is a comment so nothing gets echoed.

After this your WPF application can be localize with the DBLangEngine.

Thanks for your interest 😊