

String Administrator v2.0

User Guide And Documentation

Introduction

Overview

For Vogo 3.3 and 3.4, all string information is kept within the SQL database *string*. This database and its associated mechanisms are used to provide multiple languages to the various Vogo applications (admin, user, signup, telephony interface, etc.) of which the Vogo product is comprised.

In addition to providing a repository for text of multiple languages, the string database also allows configuration of WAV files that are used in the construction of VNET tags. These tags are customized at runtime according to the language desired.

The string database allows the calling application to request a string name and a language identifier in order to receive the localized text (or localized VNET WAV tags). The string name that is requested is the same across all supported languages. In this manner, the calling application can respond dynamically to another language by simply passing a new language identifier.

The String Administrator (**SADMIN**) is a web application used to manage this database. It provides an interface into the various tables and relationships that are used to hold the text and WAV information.

Requirements

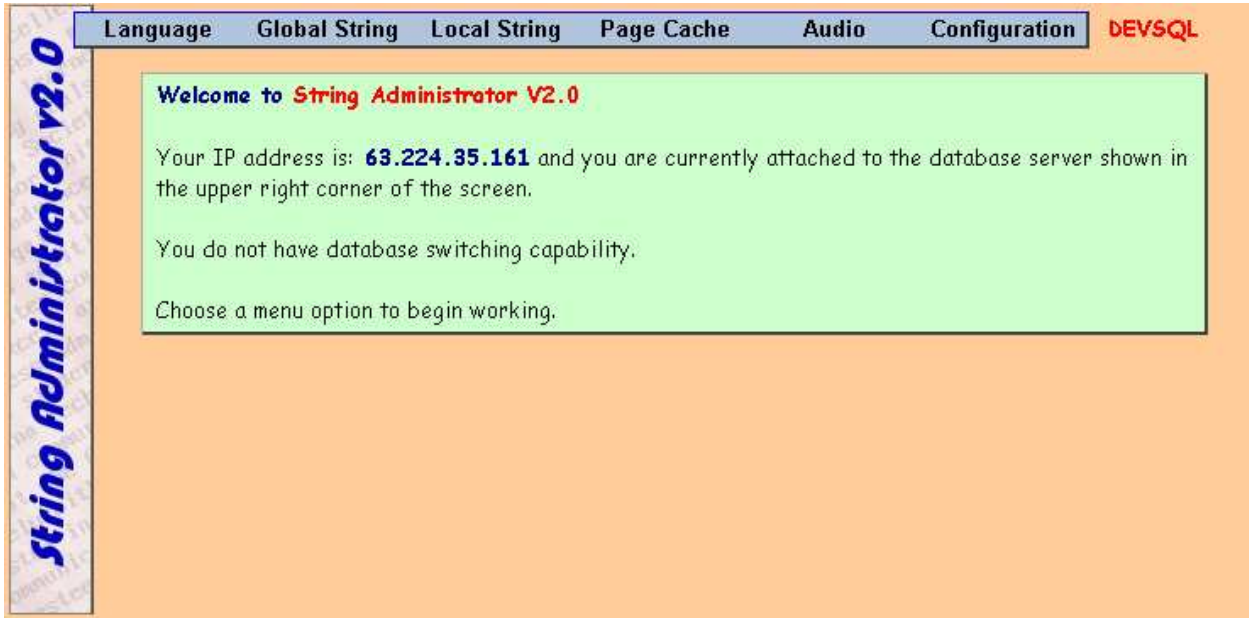
SADMIN requires Internet Explorer 4.0 or above. However, because there is one module that requires IE 5.0, it is recommended that Internet Explorer 5.0 or above be used. JavaScript must be enabled. Cookies must be enabled. To use the translation feature of the main global string editing screen, the Internet Explorer setting: **Initialize And Script ActiveX Controls Not Marked As Safe** must be enabled. For maximum security, establish these settings only within a trusted sites zone.

Getting Started

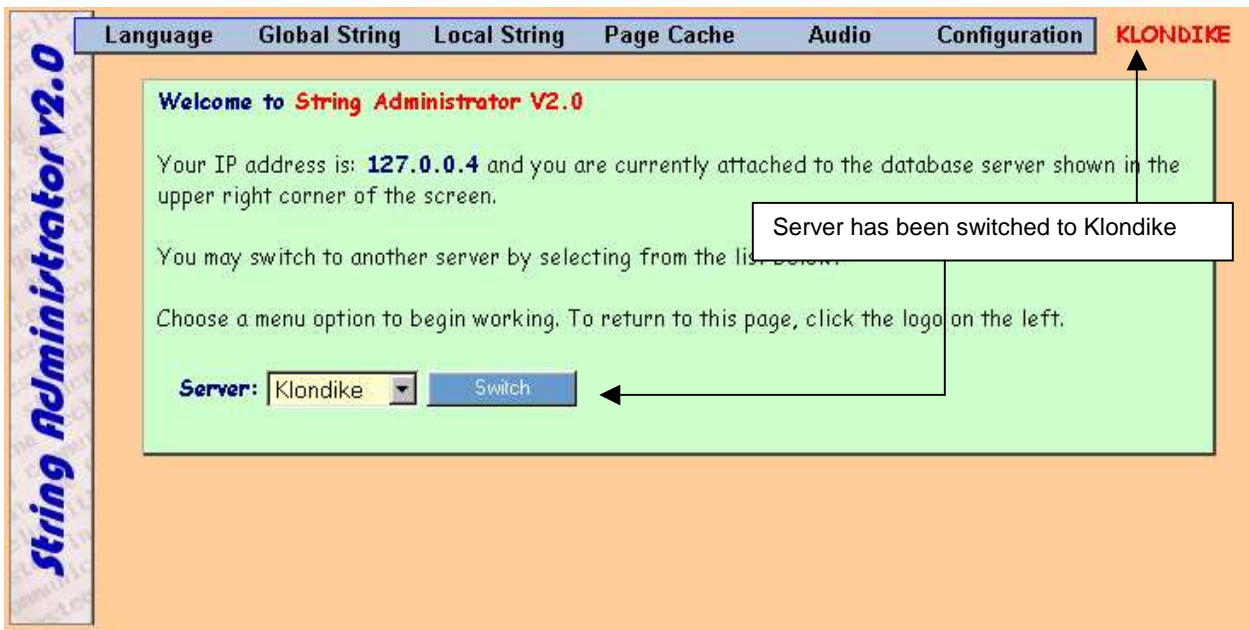
To start SADMIN, browse to the main application URL:

HTTP://VOGO34.VOGO.NET/SADMIN/

The opening screen appears.



Your screen may be different depending upon whether or not you have database switching capability. Database switching allows you to access a string database located on another server. In the screen shown above, the server being used is **DEVSQL**



Your ability to switch to another database is controlled by the application security settings of SADMIN. Please see section **Application Security** for details.

To return to the opening screen, click the SADMIN logo image on the left.

Application Security

SADMIN uses a simple application security model based upon the user's IP address. IP addresses are configured in the file: **SYSTEM.ASP** and take the following form:

```
'IP=66.12.97.108;1179647  
'IP=66.12.97.109;131070  
'IP=66.12.97.*;36578
```

The first four characters must be:

'IP=

which are then followed by the IP address or IP address mask. This is then followed by the semi-colon character and then the value of the permission map.

The IP address may explicitly define a single address or it may use a single wild card character (asterisk) to define multiple IP addresses. If used, the wild card character must be the last character in the IP address definition.

Specific addresses should be defined before more generalized ones. The routine that reads this file stops after finding the first match. So:

```
'IP=128.56.81.99;32768  
'IP=128.56.81.*;16
```

would give user at 128.56.81.99 a perm map of 32768. If the entries were reversed, the user would get perm map of 16

The permission map is the sum of the values that denote various levels of access throughout the application. These values correspond to bit positions and are defined as follows:

Defined constant	Value	Allows
SEC_SWITCH	1	Switching to a string database on another server
SEC_LANG_VIEW	2	Viewing language information
SEC_LANG_EDIT	4	Editing language information
SEC_LANG_ADD	8	Adding a language (not implemented)
SEC_LANG_DEL	16	Deleting a language (not implemented)
SEC_GS_VIEW	32	Viewing global strings including localized text
SEC_GS_EDIT	64	Editing global strings

Defined constant	Value	Allows
SEC_GS_ADD	128	Adding a global string
SEC_GS_DEL	256	Deleting a global string
SEC_CACHE_VIEW	512	Viewing page cache information
SEC_CACHE_EDIT	1024	Editing page cache information
SEC_WAVE_VIEW	2048	Viewing wave file names
SEC_WAVE_EDIT	4096	Editing wave file names
SEC_WAVE_ADD	8192	Adding a wave file name
SEC_WAVE_DEL	16384	Deleting a wave file name
SEC_LWAVE_VIEW	32768	Viewing the configuration of localized wave files
SEC_LWAVE_EDIT	65536	Editing the configuration of localized wave files

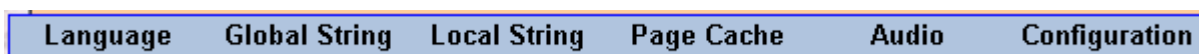
If the user's IP address corresponds to a permission map that contains the desired access, the user will be able to utilize that module or feature. If not, the user will receive the following message.



Note: When permissions are changed, a user from the affected IP address must obtain a new server session in order to work within the new permissions. They may exit and restart the browser or the server may be restarted.

Main Menu

The main menu bar along the top of the screen allows access to the various SADMIN modules.



Item	Sub Item	Description
Language	View / Edit	View and edit characteristics of supported languages
	Add New	Add a new language (not implemented)
Global String	Search / Edit	Search for global string by name and other characteristics. Edit global string information including localized text.
	Create New	Create a new global string. Default localized text will be automatically supplied.
Local String	Search / Edit	Search localized text for words or phrases. Once found, links to the global string that contains the desired text.

Item	Sub Item	Description
Page Cache	Search / Edit	Search page cache by name. Once located, may add or remove global strings that should be associated with the cache.
	Create New	Create a new (empty) page cache
Audio	Wave Files	View and edit the list of wave files. This module also supports playing the wave files.
	Local Wave	Configure the relationship(s) between a global string and its wave files. This module supports playing the wave files as well as playing the entire wave concatenation.
Configuration	View & Edit	View and modify configuration options. These choices are saved on the user's computer in the form of a cookie.

Language

The functionality of the language screen is fairly simple. From the main menu, choose Language / View Edit. The following screen appears.

ID	Code	Name	Name (Native)	Enabled
2057	en-gb	English - United Kingdom	English (UK)	<input checked="" type="checkbox"/>
1033	en-us	English - United States	English	<input checked="" type="checkbox"/>
1031	de	German - Standard	Deutsch	<input type="checkbox"/>
1040	it	Italian - Standard	Italiano	<input type="checkbox"/>
3082	es	Spanish - Standard	Español	<input checked="" type="checkbox"/>

5 record(s) returned

Click on the hyper link in the ID column to edit a language. The language edit screen appears.

Language ID 1033	Language Code en-us	Enabled <input checked="" type="checkbox"/>
Language Desc English - United States	Language Desc (Native) English	
<input type="button" value="Save"/>		

Make the desired changes and click **SAVE**.

The Language / Add menu item is currently not implemented. This is an infrequently used operation and can be accomplished with a SQL script similar to the following:

```
INSERT INTO Language
(LanguageID, LanguageCode, LanguageDesc, LanguageDescNative)
VALUES(2057, 'en-b', 'English - Great Britain', 'English')
INSERT INTO LocalStr
(LanguageID, GlobalStrID, LocalStrTextWithParms)
SELECT 2057, GlobalStrID, LocalStrTextWithParms FROM LocalStr
WHERE LanguageID = 1033
```

This script inserts a new language and creates the language’s corresponding localized text by copying the localized text for language 1033 (English).

Global String

Global strings are at the core of the database model for localizing string prompts. Each global string is comprised of several attributes and has relationships to the corresponding localized text. The global string editing screen of SADMIN allows access to all of the global string characteristics.

Editing A Global String

From the main menu choose Global String / Search Edit. The following screen appears.

Using this screen, you may specify the characteristics of the global strings you wish to have listed.

Global String Pattern	Type in a partial name. In order to be included in the resultant list, a global string’s name must begin with these characters.
Type	Voice, Web, Delphi, or Any. Unless you choose “Any”, a global string must be of this type to be included in the list.
Wave	Either, Yes, or No. If YES , a global string must have wave file(s) associated with it. If NO , a global string must not have wave files. If EITHER , doesn’t matter.
Order	The order in which the resultant list will be presented.

Once you have specified the search parameters, click **SELECT**. A list of global strings will be generated.

ID	Global Str Name	Prov	Version	Type	Wave
537	Homepage_DynamicDialing1	0	3300-3400	Voice	<input type="checkbox"/>
538	Homepage_DynamicDialing2	0	3300-3400	Voice	<input type="checkbox"/>
5	Homepage_PressForAddressBook	0	3300-3400	Voice	<input type="checkbox"/>
678	Homepage_PressForContacts	0	3300-3400	Voice	<input checked="" type="checkbox"/>
353	Homepage_PressForContacts1	0	3300-3400	Voice	<input type="checkbox"/>
354	Homepage_PressForContacts2	0	3300-3400	Voice	<input type="checkbox"/>
630	Homepage_PressForDynamicDialing	0	3300-3400	Voice	<input checked="" type="checkbox"/>
3	Homepage_PressForEmail	0	3300-3400	Voice	<input checked="" type="checkbox"/>
351	Homepage_PressForEmail1	0	3300-3400	Voice	<input type="checkbox"/>
352	Homepage_PressForEmail2	0	3300-3400	Voice	<input type="checkbox"/>
4	Homepage_PressForNews	0	3300-3400	Voice	<input checked="" type="checkbox"/>

Page 1

When checked, indicates that the global string has WAV file(s) associated with it.

More list pages are available

The specified global strings are presented in the list. To edit a global string, click on the hyper link in the ID column. The global string editing screen (next page) appears.

The Global String Editing Screen

This screen allows you to edit the various attributes of the global string, including the associated localized text. The following sections describe each control on the form in detail.

Global String Name – The name of the global string. Applications use this when requesting a prompt for a particular area or purpose.

Type – The type of global string. May be Voice UI, Web UI, or Delphi UI. When requesting a string, applications specify the type required.

Provider – The provider with which this global string is associated. Two global strings may have the same name, if each belongs to a different provider. The application specifies the provider when requesting a global string. A value of zero in this field indicates that the global string is not provider specific.

Global String Name	Type	Provider	Version
Homepage_PressForDynamicDialing	Voice UI	0	3300-3400

English - United States Status: Raw To place a call to another number, press %1	English - United Kingdom Status: Raw To place a call to another number, press %1
Spanish - Standard Status: Raw Para poner una llamada a otro número, prensa %1	German - Standard Status: Raw Einen Aufruf zu einer anderen Zahl plazieren, Presse %1
Italian - Standard Status: Raw Per disporre una chiamata ad un altro numero, pressa %1	

Version – the version range for which this global string is valid. This field must take the form nnnn-nnnn to specify minimum and maximum version use.

Localized Text – Each supported language has a text control for entering localized text (unless the language has been excluded on the configuration screen). In the above screen shot, there are five languages showing. If more languages are added, the center section between the horizontal lines will scroll.

Tip: If the localized text is lengthy enough that it does not show in the text box without scrolling, you may pop up the localized text in a window by holding down the Control key while you pass the mouse over the text box.

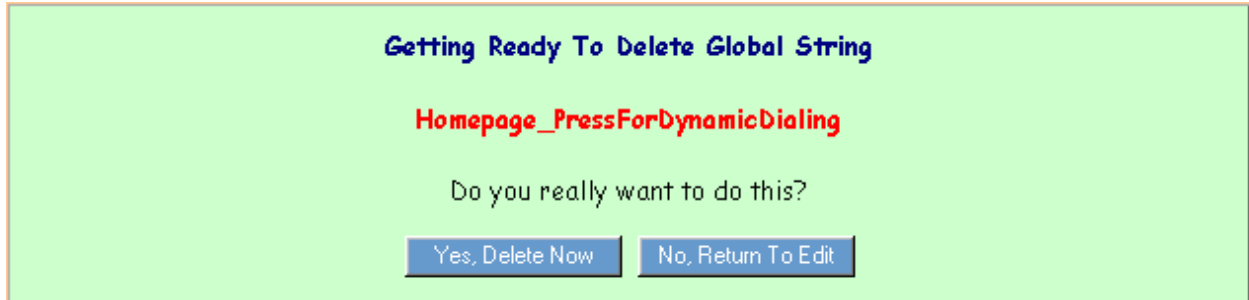
Status – Each localized string has an associated status. Values are: Default (Delphi strings only), Raw, Tentative, and Finalized. To change the status of a local string, click on the language header above the text box. This action will cycle through the available choices.

Save – Click this button to save all changes. If nothing has been changed, this button will do nothing.


Reset – Click this button to reset the form back to the last saved values.

Translate – Click this button to translate the localized text from the English version to the other languages showing on the form. You must have the Vogo Babel Hack DLL installed and registered on the client computer. In addition, you must have the Internet Explorer setting: **Initialize And Script ActiveX Controls Not Marked As Safe** enabled. For maximum security, it is recommended that this setting be enabled only within a trusted sites zone.

Delete – Click this button to remove the global string and all of its associated information (localized text, wave configuration, etc). A confirmation screen will appear.

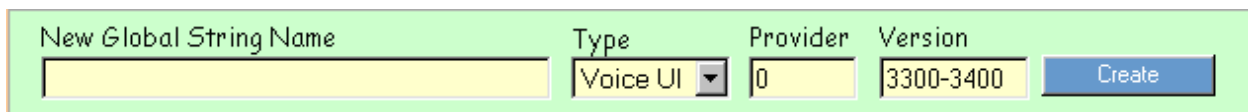


Click **YES, DELETE NOW** or **NO, RETURN TO EDIT**

Speaker Icon  This icon provides a hyper link to the local wave module where you may assign wave file(s) to each of the supported languages for this global string. See section **Audio / Localized WAV Configuration** for more information.

Creating A New Global String

To create a new global string, choose Global String / Create New. A form will appear where you may specify the characteristics of the new global string

A light green rectangular form with a black border. It contains four input fields: "New Global String Name" (a text box), "Type" (a dropdown menu with "Voice UI" selected), "Provider" (a text box with "0" entered), and "Version" (a text box with "3300-3400" entered). To the right of these fields is a blue button labeled "Create".

Enter the name of the new global string and other characteristics as desired. When complete, click **CREATE**. The new global string will be created.

When creating a global string, keep in mind that the combination of Global String Name, Type, and Provider must be unique. The following picture illustrates this.

Global String Pattern To Select		Type	Wave	Order	
<input type="text" value="MyTest"/>		<input type="text" value="Any"/>	<input type="text" value="Either"/>	<input type="text" value="Name (A)"/>	<input type="button" value="Select"/>

ID	Global Str Name	Prov	Version	Type	Wave
2040	MyTest	0	3300-3400	Voice	<input type="checkbox"/>
2041	MyTest	1749	3300-3400	Voice	<input type="checkbox"/>
2042	MyTest	0	3300-3400	Web	<input type="checkbox"/>
2043	MyTest	1749	3300-3400	Web	<input type="checkbox"/>

Page 1

Although there are four global strings with the same name, they are considered unique because of the differences in their Provider and their Type.

When a global string is created, localized text for each supported language is automatically added to the database.

Local String

The local string menu has a single sub item which allows you to locate global strings by searching the localized text for words or phrases.

Find Local Strings Containing The Following Text	Language	
<input type="text" value="email"/>	<input type="text" value="English"/>	<input type="button" value="Select"/>

The specified words or phrases will be searched for in the localized text of the specified language. The specified search text may be located anywhere within the localized text.

The following screen shows the results of searching for the word “email” within English localized text.

ID	Global Str Name	Local String Text
3	Homepage_PressForEmail	For email press %1
27	MSG_LOST_PASSWORD	Enter your email address below, the Vago account information associated with this email
28	MSG_EMAIL_ADDRESS	Full email address
31	MSG_EMAIL_REQUIRED_ERR	An email address is required
32	MSG_NO_USER_EMAIL_ERR	No user was found with that email address
34	MSG_EMAIL_SENT_SUCCESS	The user ID and personal identification number for the specified Vago account has

Page 1 ← →

From this screen, you may examine the localized text to find the global string desired. To view or edit the global string, click the hyper link in the ID column.

Tip: If the localized text is lengthy enough that it does not show completely in the list, you may pop up the localized text in a window by holding down the Control key while you pass the mouse over the text that is showing.

Page Cache

The page cache mechanisms of the string database allow an application to request all of the global strings that it requires for a particular module or page in a single database operation. To accomplish this, page cache characteristics must be established in advance.

Editing A Page Cache

To edit a page cache, choose Page Cache / Search Edit from the main menu. A form appears where you may enter the name or partial name of the page cache you wish to work with.

Page ID Pattern To Select

The page cache ID must begin with the characters you enter. When ready, press **SELECT**. A list of matching page caches appears.

Page ID	# Global String
Vadmin/AdminUserModify.asp	1
Vadmin/Login.asp	9
Vadmin/ProviderModify.asp	9
Vadmin/ProviderSearchAdd.ASP	2
Vadmin/SystemModify.asp	3
Vadmin/UserList.asp	5
Vadmin/UserModify.asp	107
Vadmin/UserSearchAdd.asp	2
Vadmin/UserSearchMod.asp	5

9 record(s) returned

Select the page cache you want to work with by clicking on the hyper link in the Page ID column. The page cache editing form appears.

Page ID

Global String **Not In Page**

- Admin_MSG_No_Data_Match
- Admin_MSG_Operation_Not_Autho
- Admin_MSG_Operation_Not_Autho
- Admin_MSG_Provider_Name
- Admin_MSG_Record_Not_Found
- Admin_MSG_Search_Intro
- Admin_MSG_User_Removed
- Admin_MSGT_Add_Provider
- Admin_MSGT_Add_User
- Admin_MSGT_Modify_Provider
- Admin_MSGT_Modify_User
- Admin_MSGT_Operation_Not_Auth
- Admin_MSGT_Operation_Success
- Admin_MSGT_Operation_Unsucce
- Admin_MSGT_Record_Not_Found
- AuCodec_VN_BAD_WAVE_FILE

Global String **In Page**

- BUTTON_CLOSE
- BUTTON_LOGON
- MSG_ALREADY_LOGGED_IN
- MSG_FORM_ENTRY_REQUIRED_EI
- MSG_NO_USER_ERR
- MSG_PLEASE_LOGIN
- MSG_WELCOME
- MSGT_ALREADY_LOGGED_IN
- MSGT_FORM_ENTRY_ERR

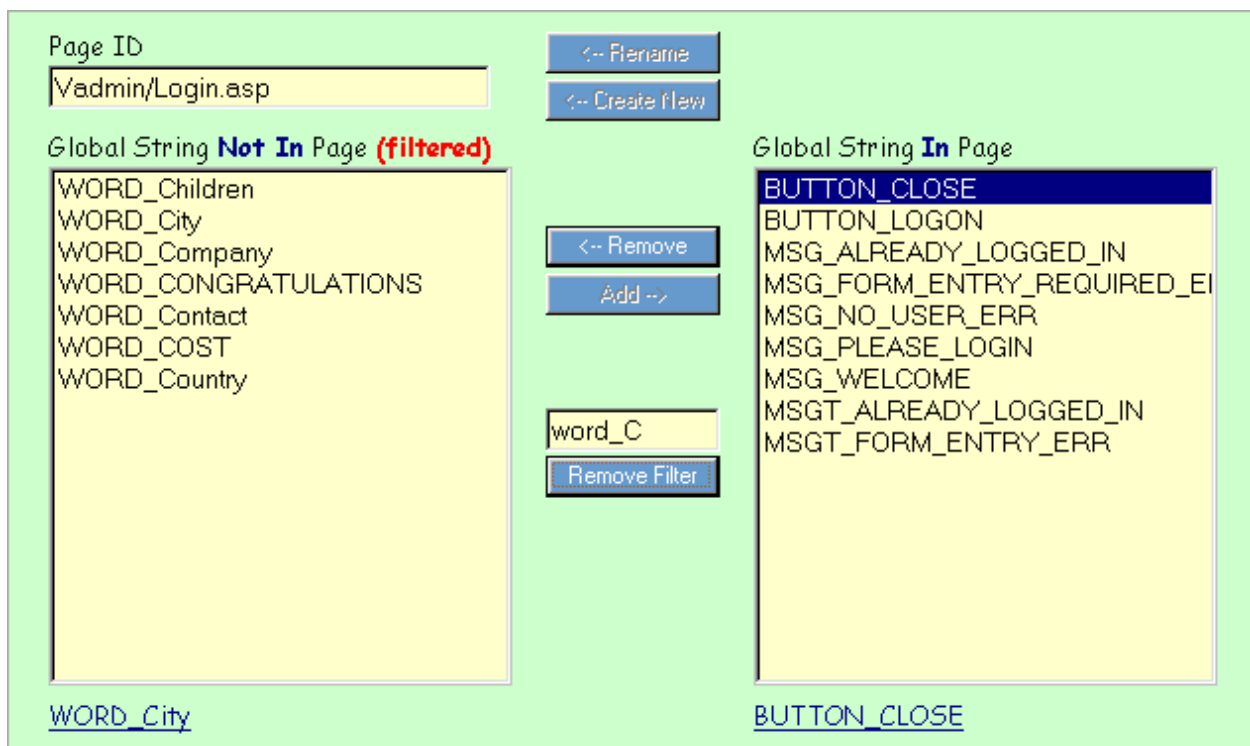
The select list on the right contains the global strings that have been assigned to this page cache. These are the strings that the application will receive when making a global string request via the named page cache.

The select list on the left contains all other global strings.

To add global string(s) to the page cache, highlight global string name(s) from the left list. To highlight multiple names, use the Shift and/or Control keys while clicking. When ready, click the **ADD** button.

To remove global strings from the page cache, highlight names from the right list. When ready, click **REMOVE**.

The left list is usually quite lengthy. To make it easier to find the global string(s) that you would like to add to the page cache, this list may be filtered. To do so, type in the input area above the **FILTER** button, then click **FILTER**. The filtered global string names must begin with the characters you type. The following screen shot shows the effects of applying a filter to this list.



To return to the original left side list, click **REMOVE FILTER**.

Renaming A Page Cache

To rename the page cache, edit the page cache name as desired. This will activate the **RENAME** button. When ready click the **RENAME** button.

Adding A New Page Cache

A new page cache may be created in two ways.

From the page cache editing screen – Modify the name of the page cache and click **CREATE NEW**. The editing form will reappear with the right side list empty. Add global strings as desired.

From the main menu – Choose Page Cache / Create New. A form will appear where you can type in the name of the new page cache. Type in the name and click **ADD NEW PAGE**. The editing form will reappear with the right side list empty. Add global strings as desired.

Audio

The audio menu of SADMIN allows the configuration of WAV files and their relationships to the localized text of the global strings. An application may request WAV file information for a global string of the desired language. The database responds by examining the WAV configuration for the desired global string / language combination and returning a result string comprised of the properly formatted VNET markup tags.

Background Information

Because of syntactical differences between languages, it is often necessary to alter the order in which WAV file phrases are assembled to produce the desired result. For instance consider the following phrase as spoken in different languages:

English	Yoda Speak
The leaves are bright today	Bright today are the leaves

There are two main approaches that can be used to accommodate the syntactical differences as shown above.

Method 1: Use multiple global strings:

English		
Global String	Text	WAV
GS_Leaves	The leaves	<LEAVES.WAV>
GS_Are	Are	<ARE.WAV>
GS_Bright	Bright today	<BRIGHT.WAV>

Because the application is going to request the global strings in the same order (GS_Leaves, GS_Are, GS_Bright) for each language, this method necessitates

associating text and/or WAV file information in an inconsistent manner with the global string names. The following table illustrates this.

Yoda Speak		
Global String	Text	WAV
GS_Leaves	Bright today	<BRIGHT.WAV>
GS_Are	Are	<ARE.WAV>
GS_Bright	The leaves	<LEAVES.WAV>

This method may make configuration confusing and can lead to errors as multiple global strings are managed across the different languages.

Method 2: Use a single global string and assign multiple WAV files:

English		
Global String	Text	WAV
GS_LeavesAreBright	The leaves are bright today	<LEAVES.WAV> <ARE.WAV> <BRIGHT.WAV>

Yoda Speak		
Global String	Text	WAV
GS_LeavesAreBright	Bright today are the leaves	<BRIGHT.WAV> <ARE.WAV> <LEAVES.WAV>

Since this prompt is static, it would also be possible to simply create a single WAV file. Note that although the WAV file names are the same in this simplified example, they are actually unique because they are stored in different sub directories.

English		
Global String	Text	WAV
GS_LeavesAreBright	The leaves are bright today	<LEAVESBRIGHT.WAV>

Yoda Speak		
Global String	Text	WAV
GS_LeavesAreBright	Bright today are the leaves	<LEAVESBRIGHT.WAV>

This works fine for this particular example but in many cases, it will be necessary to alter the contents of the string and/or WAV file output according to information that can only be obtained at runtime. Consider the following:

English	Spanish
You have %1 %2 messages	Usted haber %1 mensajes %2

At runtime, the first replaceable parameter (%1) is replaced by the number of messages (10, 11, 14, etc) and the second parameter is replaced by the word **new** or **old** (English) / **nuevo** or **viejo** (Spanish). The syntactical differences between the languages alter the placement of the adjective and must be taken into account when configuring the localization of the global string

Using TTS, it is simple enough to enter the English and Spanish as shown above. At runtime, the application can examine the database result, make the appropriate substitutions and output the string.

However, since it is not practical to insert dynamic information in the middle of a runtime audio stream, WAV files must be broken up into sentence fragments (using the lowest common denominator that applies across all supported languages). We can then configure the global string to access multiple WAV files (as in the earlier example) and to include replaceable parameters that the application can examine at runtime.

English		
Global String	Text	WAV
Homepage_YouHaveMail	You have %1 %2 messages	<YOUHAVE.WAV>%1 %2 <MESSAGES.WAV>

Spanish		
Global String	Text	WAV
Homepage_YouHaveMail	Usted haber %1 mensajes %2	<YOUHAVE.WAV>%1 <MESSAGES.WAV>%2

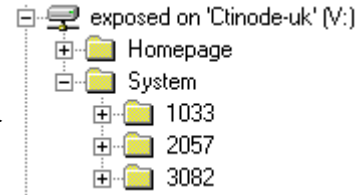
Note once again that although the WAV file names are the same in this simplified example, they are actually unique because they are stored in different sub directories.

At runtime, the application receives the concatenated VNET tags as shown (simplified) above. It then makes the appropriate substitutions (using other VNET tags) and outputs the result:

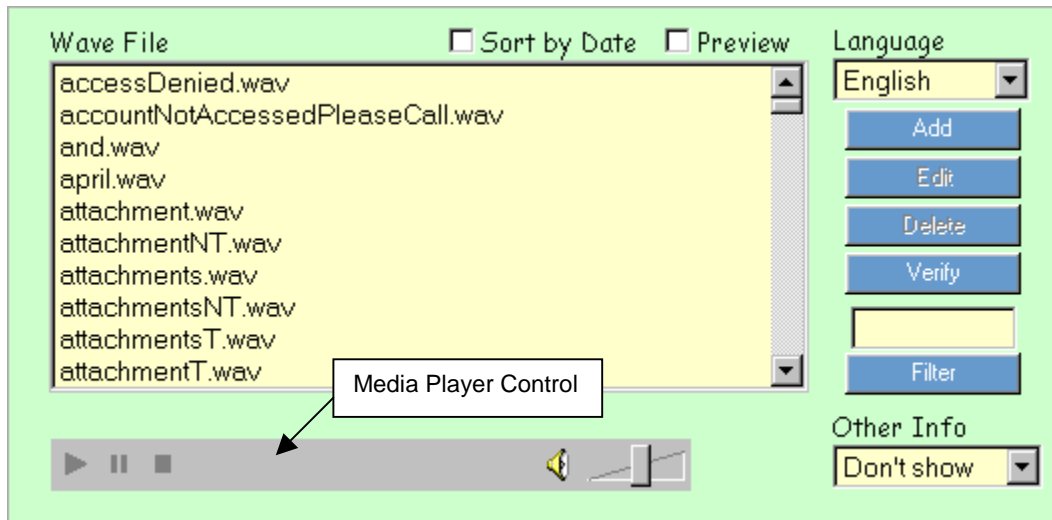
Language	Final Output (simplified)
English	<YOUHAVE.WAV><TEN.WAV><NEW.WAV><MESSAGES.WAV>
Spanish	<YOUHAVE.WAV><TEN.WAV><MESSAGES.WAV><NEW.WAV>

WAV File Configuration

Before WAV files may be assigned to global strings, their names must be configured in the database. A WAV file name is entered only once, no matter how many languages will use the WAV. Storage of the WAV files themselves occurs outside the database; WAV files of different languages are separated by sub directories named according to the language code.



To work with the WAV file list, choose Audio / Wave Files. The following screen appears:



The select list contains all of the defined WAV file names. They are sorted according to their name. The following controls may be used:

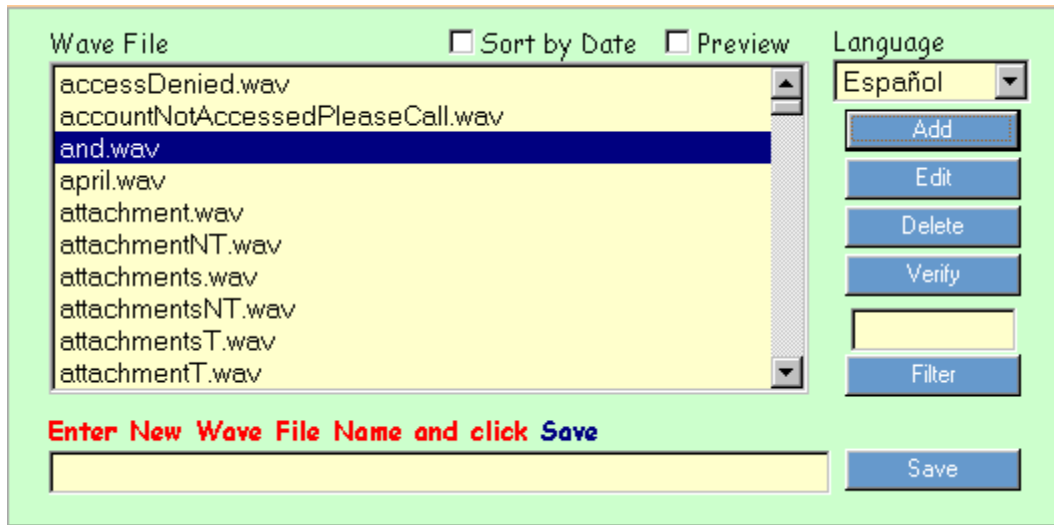
Sort By Date – Sort the list according to the order in which the WAV file names were entered. This is useful for finding the latest entries

Preview – When checked, WAV files will be automatically played as the select list changes. If unchecked, WAV files may still be played by clicking the play button on the media player control.

Note: Before WAV files may be played, Microsoft Media Player must be installed on the client machine and the path to the file storage location of the WAV files must be entered (Configuration menu). See section **Configuration** for more information.

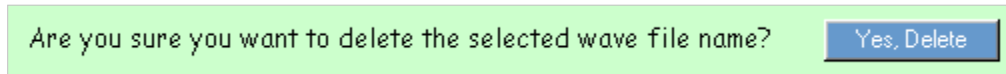
Language – As noted above, WAV file names are entered only once even when used across multiple languages. This control affects which version of the WAV file is played and which version is verified (verification is discussed below).

Add Button – Add a new WAV file name. When clicked, the bottom of the WAV screen will change as shown below. Type in the new WAV file name and click **SAVE**.



Edit Button – Edit the name of the selected WAV file. When clicked, the bottom of the WAV screen will change (not shown). Modify the WAV file name and click **SAVE**.

Delete Button – Delete the selected WAV file name. When clicked, the bottom of the WAV screen will change.

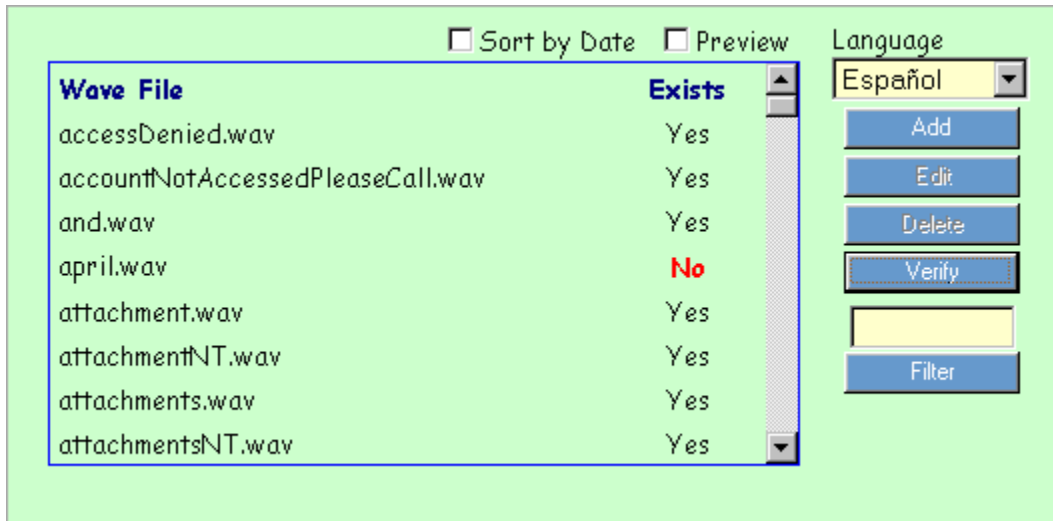


If you are sure you want to delete the WAV file name, click **YES, DELETE**. Otherwise continue working by clicking another control; the deletion confirmation will disappear.

Note: None of these operations affect the actual WAV files that are stored within the file system. These operation affect the configuration of the string database only.

Verify Button – Click this button to verify the existence of the actual WAV files. Before this can be used, the file storage location of the WAV files must be entered (Configuration menu). See section **Configuration** for more information.

The screen changes (it may take a moment) to show a list similar to the following. In this case, verification was run using the language Espanol. It can be seen that the WAV file named **april.wav** does not exist.



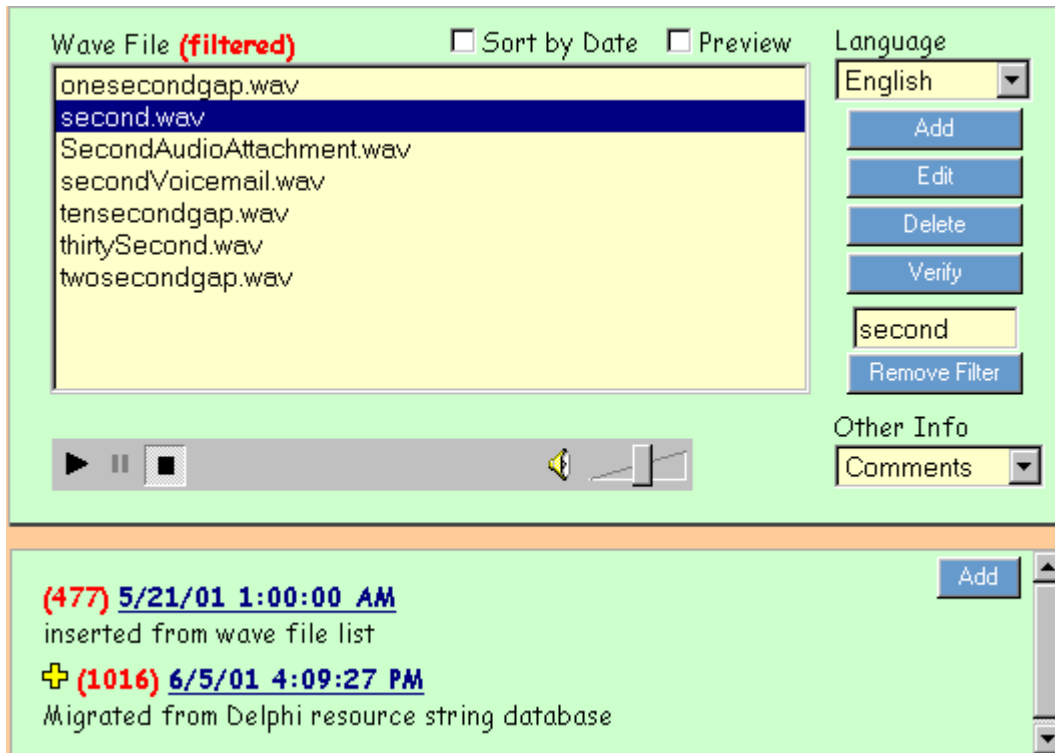
Filter Button – The filter button is used in conjunction with the text input control located just above it to limit the WAV file list in order to make it easier to locate a particular WAV. Type in the filter text and click **FILTER**. The select list will change to include only those WAV file names that contain the specified text. The WAV file names may include the text anywhere within their name.

Other Info – This drop down list allows you to access other information that may optionally be associated with the WAV file. The choices of this list are:

Choice	Description
Don't Show	No additional information shown
Comments	View and edit comments that belong to the selected WAV
Script Notes	View and edit script notes that belong to the selected WAV
Strings Using	View and navigate to global strings that use the selected WAV in their configuration

Comments

The following screen shows the effect of choosing Comments. A sub screen appears where you may view and edit the comments that have been inserted for the selected WAV.



To add a new comment, click the **ADD** button. A text box will appear. Type in the comment and click **SAVE**. If you decide not to save, click the **CANCEL** button.

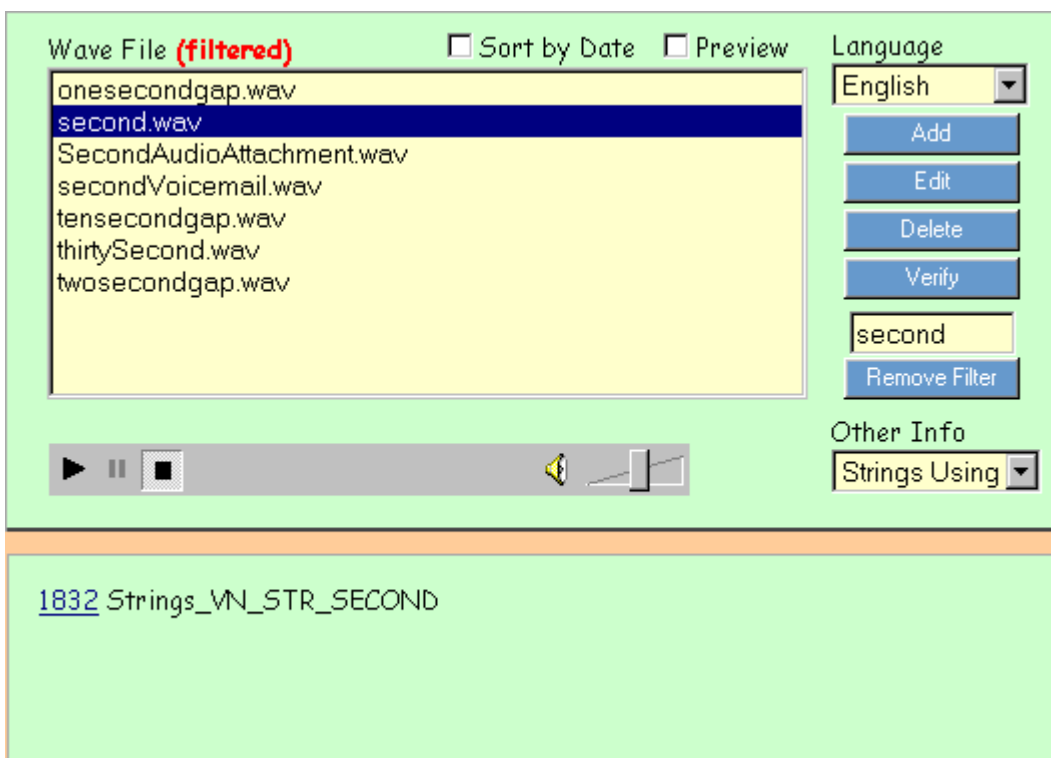
To edit a comment, click the hyper link that is constructed from the comment's date and time. Make the necessary modifications and click **SAVE** or **CANCEL**.

Script Notes

Use identical procedures for adding and editing script notes.

Strings Using

To see global strings that have been configured to use the selected WAV, change the other info drop down list to **Strings Using**. A list of global strings will appear.



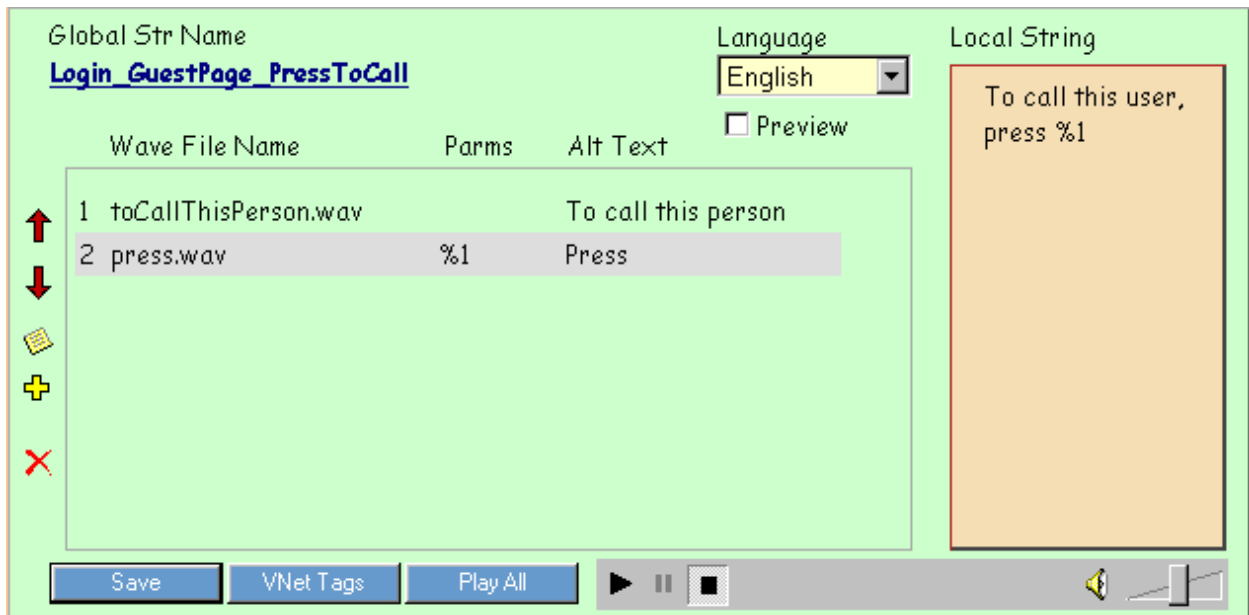
To navigate to the listed global string, click the hyper link constructed from the global string ID.

Localized WAV Configuration

Once WAV file named have been entered into the database, they can be assigned to the localized global string(s) as needed.

To begin, choose Audio / Local Wave (this module **requires Internet Explorer 5.0 or above**). You are presented with a search form where you can specify the global string list that you wish to generate. This search form is identical to the one presented when editing the general and localized text attributes of a global string. See section **Global String** for more information.

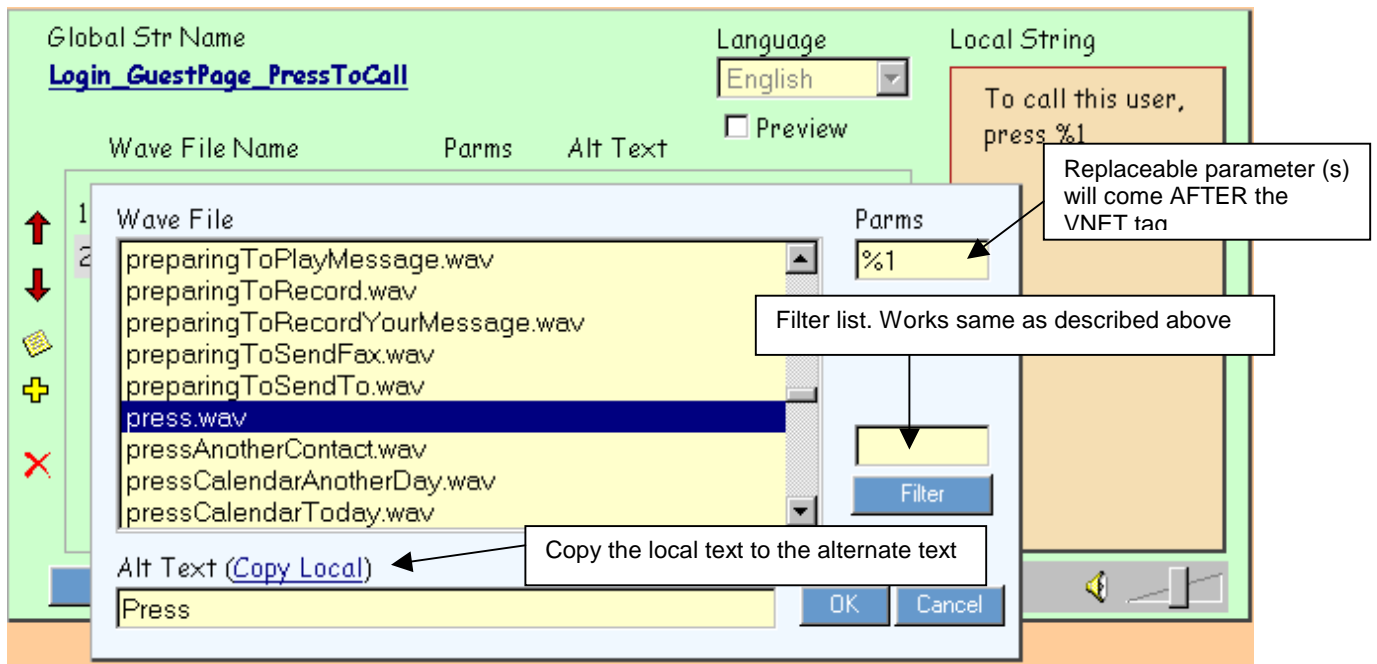
Once you have generated a global string list and picked the particular global string that requires localized WAV configuration, the following screen appears. Note that you can also link directly to this screen from the WAV (speaker) icon on the main global string editing screen (described in section **Global String**).



This screen shows the WAV file(s) that have been configured for the localized global string. In this example, English has been selected. The icons on the left allow you to manage the WAV file(s) used and the order in which they are to be presented.

Most icons require that a row be highlighted (selected) first. To highlight a row, click anywhere on the row. In the above screen, row #2 has been selected.

Icon	Name	Description
↑	Up	Move the selected row up
↓	Down	Move the selected row down
📄	Edit	Edit the selected row. A screen pops up (shown below) where you may select another WAV file, change replaceable parameter specifications, and/or edit the alternate text.
+	Add	Add a new row. A screen pops up (similar to the one shown below) where you may select a WAV file, add replaceable parameter specifications, and add the alternate text.
×	Delete	Removes the row



Other controls that may be used are:

Language – Use to switch to the WAV file configuration of another language.

Preview – When checked, WAV files will be automatically played as the select list changes. If unchecked, WAV files may still be played by clicking the play button on the media player control.

Play All Button – Sequentially plays all of the WAV files in their configured order. While playing, the button text changes to Stop All. Click to interrupt play.

Note: Before WAV files may be played, Microsoft Media Player must be installed on the client machine and the path to the file storage location of the WAV files must be entered (Configuration menu). See section **Configuration** for more information.

VNet Tags Button – Displays the result of the WAV file concatenation, insertion of replaceable parameters specifications, and insertion of alternate text. The path to the WAV files (c:\waves) is a simple pseudo path only. The application will determine the actual path to the WAV files at runtime.

```
<vnet_wave HREF="c:\waves\1033\toCallThisPerson.wav">To call this person</vnet_wave> <vnet_wave HREF="c:\waves\1033\press.wav">Press</vnet_wave> %1
```

Other than the pseudo path, this is what the application will see at runtime prior to parameter substitution. To close, click on the pop up or click the **VNet tags** button again.

Save Button – Click this button to save all changes made to the localized WAV configuration for this global string. This includes all WAV additions, modifications, and reordering across all languages.

Configuration

The configuration menu allows you to establish certain SADMIN options that will be applied to the application each time it is run. These options are saved in a cookie on the client machine.

To view and/or edit the configuration, choose Configuration / View & Edit from the main menu. The following screen appears.

Excluded Languages	Options
<input type="checkbox"/> Deutsch	<input type="checkbox"/> Menu Tips
<input checked="" type="checkbox"/> English	<input type="checkbox"/> Default to Preview
<input type="checkbox"/> Italiano	
<input type="checkbox"/> English (UK)	Path To Wave Files (client perspective)
<input type="checkbox"/> Español	<input type="text" value="\\ctiNode-UK\exposed\system"/>
<input type="button" value="Save"/>	

Excluded Languages

This section allows you to determine which languages will present a localized text editing input box on the main global string editing screen. If you consistently work with less than the full set of languages available on the system, you can check the languages you would like to exclude from the editing screen in order to reduce clutter.

Languages shown here in **bold** are currently enabled.

If English is excluded, the translation feature of the main global string editing screen will be unavailable.

Other Options

Menu Tips – When checked menu tips will appear as you pass the mouse over the menu choices. When unchecked, no menu tips will appear.

Default To Preview – When checked, the preview controls used on the WAV editing screens will be enabled upon entry to those areas. If you are working with the preview extensively, this can be a timesaver. When this option is unchecked, the preview controls used on the WAV editing screens will be disabled. No matter what the setting

here, upon entry to the WAV editing screens, the status of the preview controls used there may be toggled.

Path To Wave Files – This setting is used to allow SADMIN to access the actual location of the WAV files for playing and verification purposes. This setting must be made from the client perspective and the client user must have read access to the specified area.

String Database Diagram

The following diagram shows the main tables of the string database and their relationship to each other.

