Using Right to Left Languages in XPression

Use the following information to configure and use right to left languages (such as Arabic) in XPression.

The following topics are covered in this document:

Configuring a Language In Windows

Configuring Right to Left Languages in XPression

Using Right to Left Text in XPression

Word Wrap and Stagger Animations

Configuring a Language in Windows

Before using a right to left language in XPression, the language needs to be added to Windows.

To add the language to Windows:

1. From the Windows® Start menu, select **Settings**.

   The **Settings** window opens.
2. In the **Settings** window, select **Time & Language** and then select **Language**.

   The **Language** window opens.
3. In the **Preferred languages** section, select **Add a language**.

   The **Add languages** window opens.
4. Enter or select the language to add (for example, Arabic).

   Depending on the language selected, the **Regional Variants** window may open.
5. If necessary, select the a regional variant and select **Next**.
6. Ensure that **Install language pack** is selected and select **Install**.

   The language is added to the language preferences in Windows.
7. Close the **Settings** window.

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Configuring Right to Left Languages in XPression

★Use a font that supports the language being used.

★XPression 6.0 or higher is recommended.

To configure right to left languages in XPression:

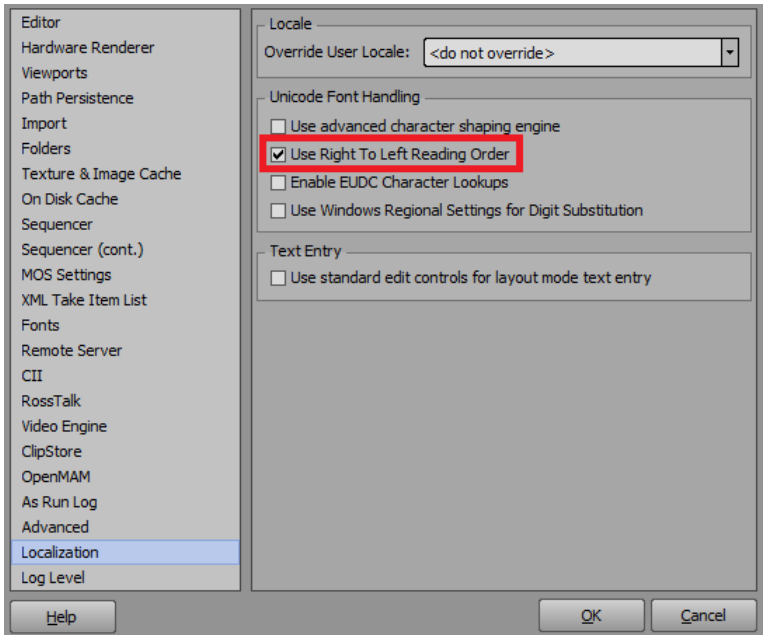
1. In XPression, select **Edit > Preferences**.

   The **Preferences** dialog opens.

2. In the **Preferences** dialog, select **Localization**.

   The **Localization** panel opens.

3. In the **Unicode Font Handling** section, select the **Use Right To Left Reading Order** checkbox.



   Text entered in XPression will now function from right to left.

4. Then select **OK**.

Using Right to Left Text in XPression

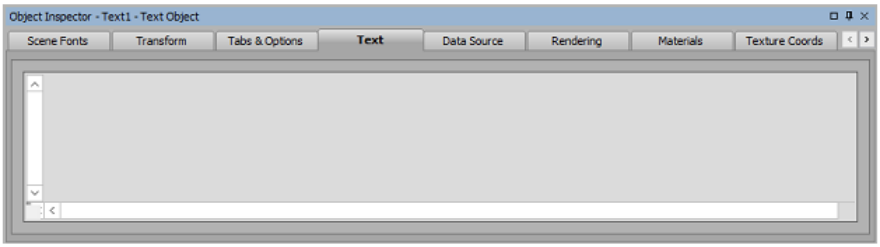
This section contains the following topics:

Entering Text

Using Both Right to Left and Left to Right Text

Entering Text

Text cannot be entered directly into the **Main Viewport** window **Layout** when using right to left languages. Use the **Text** tab in the **Object Inspector** to enter the text for selected text objects.



When the right to left reading order is enabled in **Preferences**, new text objects automatically include the **Text** tab in the **Object Inspector**. An existing text object from a project in left to right reading order will not display the **Text** tab. To make the tab appear in the **Object Inspector**, do one of the following:

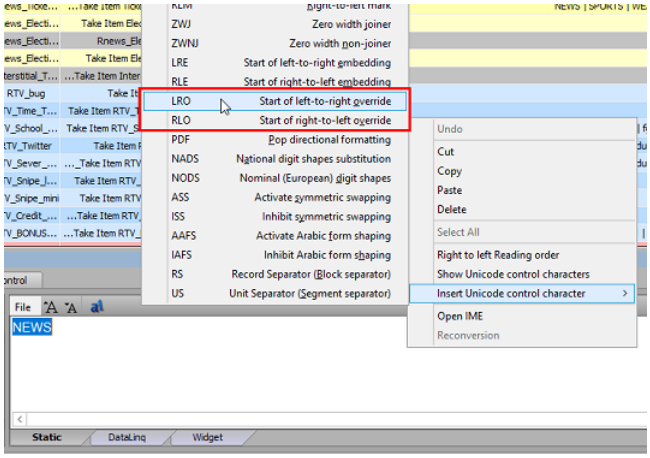
- Right-click on the text object in the **Main Viewport** and select **Text Layout > Right To Left**.
- Right-click on the text object in the **Object Manager** and select **Text > Text Layout > Right To Left**.

Using Both Right to Left and Left to Right Text

If using a mix of right to left and left to right characters such as Arabic and Latin characters, the order might need to be forced.

To force the reading order:

- In the **Sequence** tab, right-click inside the text box of the **Template Data** tab in the **Take Inspector** of the item and, depending on the reading order being forced, do one of the following:
  - Select **Insert Unicode control character > LRO Start of left-to-right override** to force a left to right reading order.
  - Select **Insert Unicode control character > RLO Start of right-to-left override** to force a right to left reading order.



Word Wrap and Stagger Animation

Traditional word wrapping in XPression does not work when using right to left text, but it can be copied using Visual Logic by connecting a hidden left to right block to a visible right to left block.

Stagger animations can be used on one line of text by making the animation backwards and reversing the direction of play for the stagger animation. They do not work on more than one line of text because they play from the bottom.

However, a "typewriter" effect (common in news) can be created using Visual Logic by animating a hidden object from zero to the maximum characters needed in that block (for example, 0 to 140). Connect the position of that object to the length connection on a **Left String** block and output to the visible block.

