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# **MOBOTIX TransPack (Software Translation Package)**

## **Translation Strategy, TransPack Contents and Processing Instructions**

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This document is part of the **MOBOTIX TransPack** (short for *Translation Package*), which is available for each software release of the MxEasy and MxManagementCenter projects in the **Support > Download Center > Software Downloads** section on [www.mobotix.com](http://www.mobotix.com).



# The MOBOTIX Strategy for Generic Translation Projects

## Introduction

The **MOBOTIX TransPack** (short for *Translation Package*) has been introduced to allow users in other countries to translate certain MOBOTIX products into languages that are not directly supported by MOBOTIX.

The TransPack contains all files required to translate and generate the files required to run translated versions of the software, with the exception of the items listed in the [Requirements](#) section.

### Warning

Do not change any folder or file names of the project. The batch process (see [Generating the Files for the Target Language](#)) depends on the file names as they are. Changing file names manually will prevent the tools in this project from generating the proper language files for the product.

## Tools Used for Translation

This translation process is based on the **Qt Linguist** ('*Linguist*'), which can be obtained free-of-charge from GitHub:

<https://github.com/lelegard/qtlinguist-installers/releases>

- Windows: Download the **EXE** file.
- macOS: Download the **DMG** file.

## Translatable MOBOTIX Software

At present, you can obtain a TransPack for the following MOBOTIX software:

- **MxEasy**: This software is only based on [Trolltech Qt](#); the translatable files are **.ts** files.
  - **MxEasy\_xx.ts**: This is a table of strings that are used in the MxEasy application.
  - **PrintTemplates\_xx.ts**: This file contains the texts on the printed page. It will later reside in the **templates** folder of the MxEasy program folder.
  - **qt\_xx.ts**: This file contains the translations for standard labels and buttons (OK, Cancel, etc.). Trolltech supplies translations for some languages and these are included in the TransPack in the **Qt** folder.
- **MxManagementCenter**: This software is only based on [Trolltech Qt](#); the translatable files are **.ts** files.



- **MxManagementCenter\_xx.ts**: This is a table of strings that are used in the MxManagementCenter application.
- **qt\_xx.ts**: This file contains the translations for standard labels and buttons (**OK**, **Cancel**, etc.). Trolltech supplies translations for some languages and these are included in the TransPack in the **Qt** folder.

### Note

You only need to translate the **qt\_xx.ts** file in the TransPack project folder if there is no corresponding **qt\_?.ts** or **qt\_??\_?.ts** file in the **Qt** folder of the TransPack. Please see [Existing Languages for Qt Standard Translations](#) for a list of languages that are included in the TransPack.

The TransPack is available upon request from the [MOBOTIX Technical Contact](#) for each software release published in the **Support > Software Downloads** section on [www.mobotix.com](http://www.mobotix.com).

### Language and Country Codes

Once the files have been translated, you will need to run a batch file in the TransPack to generate the language files for the target language. The finished language files will be stored in a folder called **Languages**. You will have to copy this folder to the product's program folder as this is where the MOBOTIX products will be looking for new languages.

In order to identify the target language, the applications are looking for a two- or four-letter language name in the file names. For example, an **MxManagementCenter\_sv.ts** would be for Swedish, an **MxManagementCenter\_zh\_CN.ts** for Chinese (China), an **MxManagementCenter\_zh\_TW.ts** for Chinese (Taiwan). This language code will be assigned by the batch file as described in the [Generating the File for the Target Language](#) section.

### Caution

Do not change any folder or file names of the project. The batch process (see [Generating the Files for the Target Language](#)) depends on the file names as they are. Changing file names manually will prevent the tools in this project from generating the proper language files for the product.

It is important for you to know the **two-letter target language code** (see [ISO 639.2](#)). The **country code** (see [ISO 3166](#)) is only required for languages with different translations in different countries. When running the batch file (see [Generating the Files for the Target Language](#)), the batch file will try to open these web sites for you.



### Questions & Suggestions for Improvement

If you have any questions on the TransPack, suggestions on how to improve it or if you would like to report an error, please send an email to the [MOBOTIX Technical Contact](#).

### Requirements

In order to be able to translate the MOBOTIX software, you need the items listed in the following.

- Windows Computer
  - P4, 3 GHz, min. 1 GB RAM recommended
  - Windows XP SP3 or higher
  - Windows .NET ([www.microsoft.com](http://www.microsoft.com) > Download Center > Developer Tools)
- Files from MOBOTIX
  - MOBOTIX TransPack (see the [Software Downloads](#) section for the corresponding software on [www.mobotix.com](http://www.mobotix.com)).
- Installed Qt Linguist

Please see below in the [Installing Qt Linguist](#) section on how to obtain the software at a reduced rate.

### Information on the Qt Files

Qt is a cross-platform application and user interface (UI) framework for programming applications from [Trolltech](#). This framework is part of the development process for MOBOTIX applications.

The **qt\_?.ts** and **qt\_??\_?.ts** files in the **Qt** folder of the TransPack are the Qt standard translations of dialog boxes and messages. Due to the nature of the Qt translation process, these files are only plain translation tables.

#### Note

You only need to translate the **qt\_xx.ts** file in the TransPack project folder if there is no corresponding **qt\_?.ts** or **qt\_??\_?.ts** file in the **Qt** folder of the TransPack. Please see [Existing Languages for Qt Standard Translations](#) for a list of languages that are included in the TransPack.



### Existing Languages for Qt Standard Translations

The following languages are available for Qt standard translations of dialog boxes and messages:

Arabic (ar)	Italian (it)	Slovak (sk)
Czech (cs)	Japanese (ja)	Slovenian (sl)
Danish (da)	Korean (ko)	Swedish (sv)
German (de)	Lithuanian (lt)	Turkish (tr)
Spanish (es)	Norwegian (nb)	Ukrainian (uk)
Farsi (fa)	Dutch (nl)	Chinese-China (zh_CN)
Galician (gl)	Polish (pl)	Chinese-Taiwan (zh_TW)
Hebrew (he)	Portuguese (pt)	
Hungarian (hu)	Russian (ru)	

#### Note

If your language is not in this list, it is recommended to translate the **qt\_xx.ts** file, then regenerate the **Languages** folder as described in [Generating the Files for the Target Language](#).

### The Translation Strategy

The following list briefly describes the steps involved in translating a MOBOTIX product. You will find more detailed information in the sections listed at the end of each step:

1. Send an e-mail to the [MOBOTIX Technical Contact](#) if you would like to get a TransPack for one of the software releases published in the **Support > Software Downloads** section on [www.mobotix.com](http://www.mobotix.com).
2. Unzip the TransPack to a separate folder on your computer (see [Setting up the Project](#)).
3. If you have a previously translated project from MOBOTIX, you can use one or more of the old files as **Phrase Books** in Qt Linguist (see [Translating the Project Files](#)).
4. Open the **<product>\_xx.ts** file in Qt Linguist and get to know the application (see [Getting to Know Qt Linguist](#)).
5. Translate/edit the software in the **<product>\_xx.ts** file using Linguist (see [Translating the Project Files](#)).
6. Run the **CreateLanguagesFolder.cmd** batch file in the TransPack folder (see [Generating the Files for the Target Language](#)).



7. Manually copy either the **Languages** folder to the product's program folder (depends on the operating system and some other considerations; see [Running the Translated Software](#)).
8. If included in the project, manually copy the translated **PrintTemplates\_?.ts** file from the **Languages** folder within the product's program folder to the **templates** folder.

### Note

You can repeat steps 6 to 8 in case you need to make adjustments to the translation later on.

## Preparing the Translation

### Installing Qt Linguist

This software can be obtained from GitHub:

<https://github.com/lelegard/qtlinguist-installers/releases>

- Windows: Download the **EXE** file, then double-click it to install the software.
- macOS: Download the **DMG** file, then double-click it to install the software.

Please note that you can translate the **\*\_xx.ts** files, but to generate the translated file, you need a Windows machine.

### Setting up the Project

- If you do not have a folder for translation projects on a hard drive that is backed up regularly, please create one now. For the purpose of this documentation, we will call this folder **Translation**. Make sure that you create the **Translation** folder directly on the root of your computer (e.g. **C:\Translation**).
- Save the TransPack **zip** file you downloaded for this project in the **Translation** folder you just created.
- Unzip the contents of the **zip** file into the **Translation** folder and make sure that you recreate the folder structure. The original folder should appear as described below.





## Note

Make sure that you **do not use** a Windows network share via the **Network** section of the file browser to store the **Translation** folder (address bar shows a path name such as “\\myserver\\myshare\\...”).

If you need to use a network folder, you should map the share as a network drive using the **Tools > Map Network Drive** command in the **Windows Explorer** menu bar. Once you have done this, make sure that you access the **TransPack** folder from the mapped drive only (see the **Computer** section of the file browser).

## Structure of the TransPack Folder

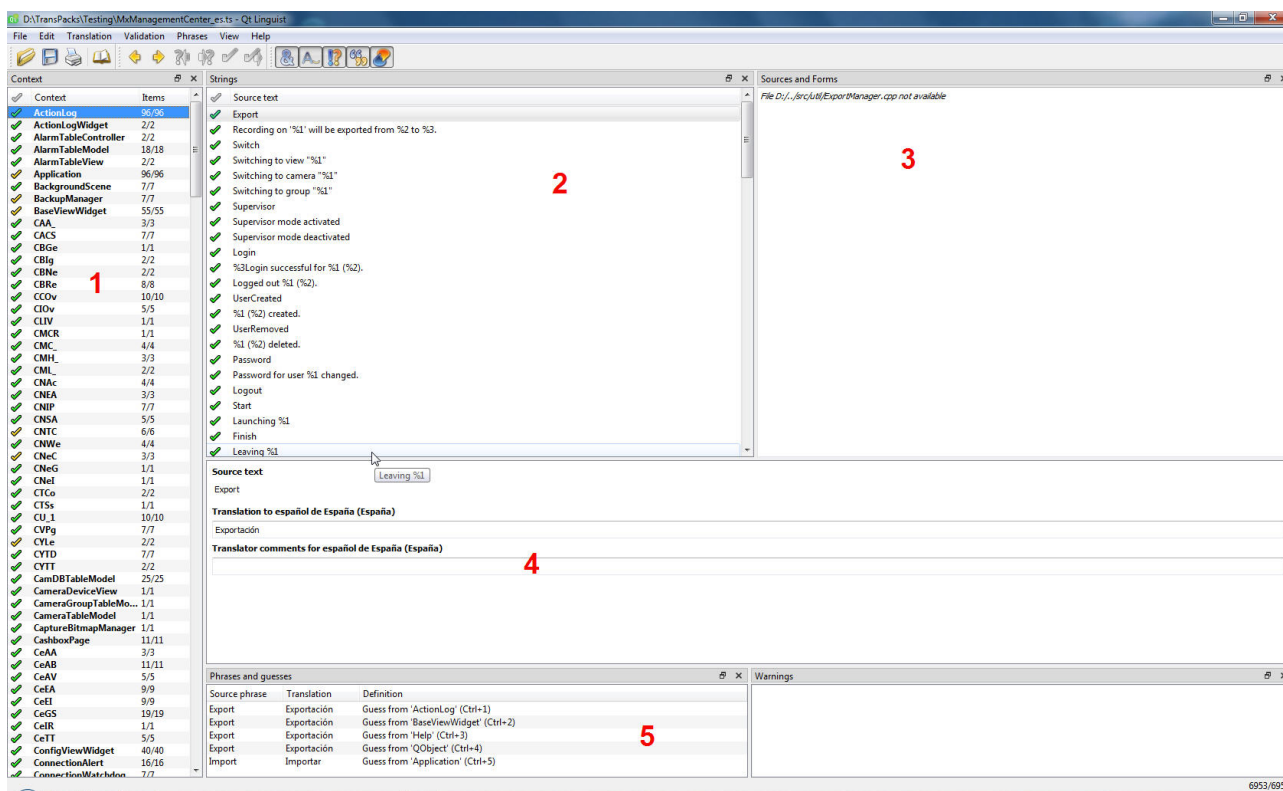
Folder	Contains
TransPack_<product>_<date>	<p>&lt;product&gt;_xx.ts file for translation in Linguist (currently <b>MxControlCenter</b>, <b>MxEasy</b> or <b>MxManagementCenter</b>).</p> <p><b>CreateLanguagesFolder.cmd</b> batch file for converting the translated files to the proper language files.</p> <p>Untranslated .ts files.</p>
+-bin	Executable files required for converting the translated files to the target format in the <b>Languages</b> folder.
+-doc	This document.
+-Languages*	After the batch process has finished successfully, this folder contains the language files for the product.
+-Qt	Standard translations for the Qt development framework for different languages.
+-temp*	Temporary storage for the batch process.
+-xml	Control files for the batch process.
+-xsl	XSLT scripts required by the batch process.
*automatically created by the batch process	



## Getting to Know Qt Linguist

Launch Linguist and open the **<product>\_xx.ts** file in the TransPack you extracted in [Setting up the Project](#). Upon opening the file, Linguist will most likely ask you to set the Target language for the file.

Select the target language in the **Language** dropdown; only set a country if you need to (e.g., to differentiate between **zh\_CN** for Chinese (China) and **zh\_TW** for Chinese (Taiwan)).



## The Qt Linguist Window

- The **Context** panel (1) shows the individual contexts of the application; the context names give an indication where the individual strings are used.
- For each selected context, the **Source text** panel (2) shows the individual strings.
  - An untranslated string has this checkmark: ?
  - A translated string has this checkmark: ✓
  - A translated string with a difference in punctuation has this checkmark: ✓



- Panel **4** shows the translation of the selected string in the **Source text** panel.
- The **Phrases and guesses** panel (**5**) shows similar phrases to the currently selected string in the **Source text** panel. To add a translation from this panel to the translation, double-click on it or use the keyboard shortcut.
- The **Sources and Forms** panel (**3**) is not used.

### Activate the Validation Options

Make sure that all items in the **Validation** menu or the corresponding toolbar are activated.



## Translating the Project Files

The following contains a brief introduction to the translation of files in Qt Linguist. For further information on the application, please consult the Linguist online help.

### Reusing Existing Translations

If you have `*_??*.ts` files from previous translations of the same language combination, you can reuse these translations.

#### Note

You can skip this step if you are translating the software for the first time.

### Create the Phrase Books

- Launch Linguist; if Linguist is already running, make sure that no files are open (**File > Close All**).
- Open the `*_??*.ts` file of a previous translation (e.g., `MxManagementCenter_es.ts`).
- Select **File > Save As** from the menu and save the file as **Phrase Book**.
- Select **File > Close** to close the file.

#### Note

You can create more than one phrase book to the project for automatic translation to reuse later on.

### Add the Phrase Books to Linguist

- In Linguist, select **Phrases > Open Phrase Book** from the menu.

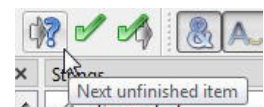
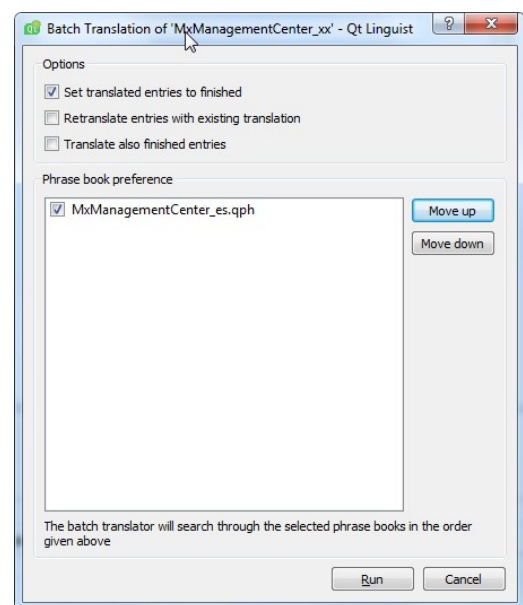
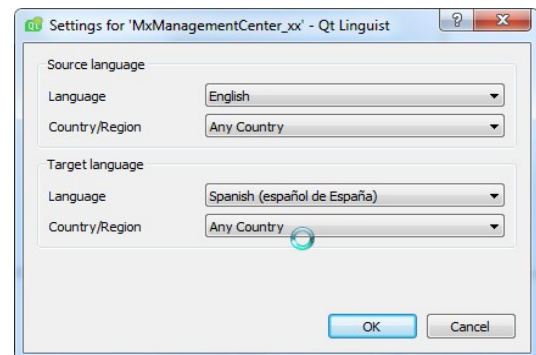


- Navigate to the phrase book you created above and click on **OK**.
- Repeat the steps above until you have added all relevant phrase books.

You can now reuse the previous translations by using the **Batch Translation** feature (see below).

### Translate the File

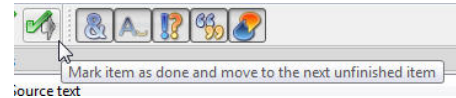
- Open the \*\_xx.ts file for translation.
- Ignore any warning messages.
- If Linguist prompts you to set the language, please do so, but do not set the country unless you have to.
- If you had created phrase books from previous translations beforehand, do the following:
  - Select **Edit > Batch Translation** from the menu (see screenshot).
  - Click on **Run** to start the batch translation process.
  - Close the information box with the results, then click on **Cancel** to close the **Batch Translation of <Project Name>** dialog.
  - Translated items will now be preceded by a green checkmark icon ✓.
- Select the first item in the **Context** panel you wish to translate.
- Enter the translation for the string beneath the **Source text** panel.
- Click on the **Next unfinished item** button to get to the next string. You will notice that the question mark for this string turns yellow.
- Continue to translate the strings until all of them for this context have been translated.
- Translate all strings of all contexts containing translations in the same manner.
- Save the file once you are finished.



### Reviewing the Translations

After translating, you or a reviewer should review the translations.

- Go to the first item that shows a yellow question mark.
- If the translation is OK, click on the **Mark item as done and move to the next unfinished item** button.
- Continue until you have marked all items as done.
- Save the file once you are finished.



### Creating the Languages Folder for the Product

When you have finished the translation, you are ready to generate the language files for the application. In this process, a batch file will create the **Languages** folder with all files required to show the product in a different language. Once this batch file has successfully created the **Languages** folder, you only need to copy this folder to the program folder of the application. After selecting the new language (and possibly, restarting the application), you will see the localized version of the MOBOTIX product.

**Please make sure that you understand the following issues:**

- The product will search the **Languages** folder for the language code (such as “**it**” for Italian or “**zh\_CN**” for Chinese (China)) in the **.ts** and **.qm** files. Make sure that you are assigning the language names according to [ISO 639.2](#) and the country code (if required) according to [ISO 3166](#).
- Before copying the entire **Languages** folder to the program folder of the application, you should backup existing translations. You can either copy the folder to a different location or store it as a zipped archive.

### Generating the Files for the Target Language

After extracting the files from the Linguist project, a batch file will create the actual language files for the application. These files will be stored in the **Languages** folder, which is also created by the batch file in the process.

#### How it Works

Open a Windows Explorer and open the **TransPack** folder. This folder contains the **CreateLanguagesFolder.cmd** batch file, which generates the language files for the MOBOTIX application.



### Note

**Do not** run the batch file from a Windows network share via the **Network** section of the file browser (address bar shows a path name such as “\\myserver\\myshare\\...”).

If you need to use a network folder, you should map the share as a network drive using the **Tools > Map Network Drive** command in the **Windows Explorer** menu bar. Once you have done this, make sure that you access the **TransPack** folder from the mapped drive (see the **Computer** section of the file browser).

The batch process automatically performs the following steps:

- Adjust the language attribute of the **.ts** files to match the desired target language ([ISO 639.2](#)) and country code, if required ([ISO 3166](#)).
- Determine how to use the Qt standard translations of labels and buttons (**OK**, **Cancel**, etc., included in the project):
  - You translated the Qt standard translations yourself.
  - You would like to use an existing Qt standard translations file.
  - You would not like to use any Qt standard translations file at all.
- Merge the translated **.ts** file and the Qt standard translations into one file (if you translated it yourself or if you would like to use a third-party standard translations file).
- Convert the merged **.ts** file into one **.qm** file, which is used by the application.
- Copy all language-related files into the **Languages** folder (see [Structure of the TransPack Folder](#)).
- Rename the **.ts** and **.qm** files in the **Languages** folder to match your target language (two-letter language code or four-letter language/country code).

### Generate the Files

Double-click the **CreateLanguagesFolder.cmd** file to run it. Windows should start the batch file in a new window. Follow the instructions on the screen to successfully process the files.

### Note

The batch file may show a warning after the text “**Converting the .TS files to .QM files**” (this warning cannot be switched off). You can safely ignore this warning since it does not have any influence on the success of the conversion process.



## Checking the Contents of the Languages Folder

Once the batch process has finished, it should have created the **Languages** folder in the TransPack folder. After a successful batch file run, the **Languages** folder should contain the following files:

<i>MxEasy</i>	<i>MxManagementCenter</i>
<b>MxEasy_xx.qm</b>	<b>MxManagementCenter_xx.qm</b>
<b>MxEasy_xx.ts</b>	<b>MxManagementCenter_xx.ts</b>
<b>PrintTemplates_xx.ts</b>	

### Note

**xx** is replaced according to the language (and possibly country) code you specified by the batch process. **xx** is either replaced by the *language code* as in **MxCC\_it.qm** for Italian or the *language and country code* as in **MxCC\_zh\_CN.qm** for Chinese (China), for example.

The batch window is listing the files it found on the **Process Results** page (language code “fr”):

```
*****
* Process Results
*****

<You had selected the 'Use Third-Party Qt Translation' process.>

The 'Languages' folder should now contain the following files for
MxCC:

- Languages\MxCC_fr.dll
[ OK, found it ]

- Languages\MxCC_fr.ts
[ OK, found it ]

- Languages\MxCC_fr.qm
[ OK, found it ]

- Languages\PrintTemplates_fr.ts
[ OK, found it ]

Please make a backup copy of existing files in the 'Languages'
folder of the MxCC program folder on your system if you would
like to keep them. Then copy the 'Languages' folder to the
MxCC program folder and overwrite all files.

Note: to recreate the files in the 'Languages' folder, simply run
'CreateLanguagesFolder.cmd' again.

*****
* 'CreateLanguagesFolder.cmd' is done!
*****
```





### Running the Translated Software

If all files have been created successfully, you can attempt to run the MOBOTIX product in your language.

### Copying the Languages Folder to the Application Program Folder

First, you need to copy the **Languages** folder to the program folder of the product. It may be advisable to create a zipped archive of the product if you are testing the translation on a different machine (e.g. a macOS machine).

#### Notes

The **Languages** folder is independent of the operating system, i.e. you can use the translations on Windows, Macintosh and Linux machines (where applicable).

If you have installed several versions of the MOBOTIX product, make sure that you are copying the **Languages** folder to the proper version of the product.

### Windows

On Windows machines, you can simply copy the **Languages** folder to the program folder of the MOBOTIX product.

#### Note

You can safely overwrite an existing **Languages** folder on Windows machines as the contents of an existing folder are not deleted.

Copy the **Languages** folder to the following folders for these MOBOTIX products:

- **MxControlCenter:** *C:\Program Files\MOBOTIX\MxCC*
- **MxEasy:** *C:\Program Files\MOBOTIX\MxEasy*
- **MxManagementCenter:** *C:\Program Files\MOBOTIX\MxManagementCenter*

#### Note

The program files folder is *C:\Program Files* in this example, but it may be different on your machine depending on the language of your operating system and on which drive it has been installed.





- Copy or move the **PrintTemplates\_xx.ts** file to the **templates** folder of the application's program folder, if present.

### macOS

On macOS machines, you will need to open the **.app** package file of the MOBOTIX product. Locate the **<product>.app** files in the **Applications** folder on your machine.

#### Note

If the MOBOTIX product has been installed in the system's **Applications** folder and you *do not* have administration privileges on this machine, you will need an administrator to perform these steps.

- Extract the **Languages** folder to your desktop if you are using a compressed archive.
- Locate the **.app** package file of the MOBOTIX product in the **Finder** (for MxEasy, this would be **Applications > MxEasy.app**).
- Right-click the **.app** package file and select **Show Package Contents** from the context menu.
- Double-click on the **Contents** folder to open it.
- Check if this folder already contains a **Languages** folder:
  - If it does not contain a **Languages** folder, it is safe to copy the **Languages** folder to this folder.
  - If the **Languages** folder exists in the **.app** file's **Contents** folder, copy the contents of the **Languages** folder on your desktop to the existing folder of the application.

#### Warning

Never overwrite an existing **Languages** folder on a macOS computer as the contents of that folder are deleted and there is no way to recover the deleted files. Always *copy the contents* of the translated **Languages** folder to the existing folder.

- Copy or move the **PrintTemplates\_xx.ts** file to the **Resources/templates** folder of the application's program folder, if present.

### Switching the Display Language of MxEasy

- Start **MxEasy** if it is not yet running.
- Set the new language:



- **Windows:** Open the **Tools > Settings > General** tab from the menu (you may have to press the Alt key on your keyboard to show the menu).
- **macOS:** Open the **MxEasy > Preferences > General** tab from the menu.
- Select the new language in the **Language** list, click on **OK** and restart the application.

### Switching the Display Language of MxManagementCenter

- Start **MxManagementCenter** if it is not yet running.
- Set the new language:
  - **Windows:** Open the **File > Settings > General** tab from the menu (you may have to press the Alt key on your keyboard to show the menu).
  - **macOS:** Open the **MxManagementCenter > Preferences > General** tab from the menu.
- Select the new language in the **Language** list, click on **OK** and restart the application.

### Evaluating the Translated Product

Make sure that you are testing every translated menu and dialog of the product. Record any problems you may find when testing, then open the Linguist project again and apply the changes. Next, recreate the **Languages** folder as described in [Generating the Files for the Target Language](#).

Once you have made sure that the application is not running, copy the generated files to the **Languages** folder of the product as described in [Copying the Languages Folder to the Application Program Folder](#). Start the product to check the translation again.

### Troubleshooting

If problems occur, please send the zipped TransPack folder (including your translation) and a brief description of the problem to the [MOBOTIX Technical Contact](#).

## Creating Setup Files for Your Finished Translation Package (Windows Only)

If you would like to create a complete translation package for your customers, you can create an MSI package that automatically installs/updates the MxCC/MxEasy Languages folder on your customer's computers. For this purpose, **Advanced Installer** ([www.advancedinstaller.com](http://www.advancedinstaller.com)) offers a **Freeware Edition**, which is more than sufficient for creating/distributing MSI packages (even automatically using a specific URL).



### How to Create the Translation Package

- Download and unzip the **MxCC** package from the MOBOTIX website.
- Translate the files as outlined above.
- Create the **Languages** folder (make sure that all files have been created – see [Creating the Languages Folder for the Product](#)).
- Copy the Languages folder to the unzipped **MxControlCenter** folder.
- Run MxControlCenter from the unzipped folder.
- Do not search for cameras, select your language, close MxCC and store the configuration in the unzipped folder.
- Download, install and start the *Advanced Installer Freeware Edition* ([www.advancedinstaller.com](http://www.advancedinstaller.com)).
- Create a new **Simple** project.
- Fill in all pages on the **Product Information** section, especially the **Product Details** page. Make sure that you enter the proper version number for MxControlCenter/Mx-Easy.
- Open the **Resources > Files and Folders** page.
- Open **Windows Explorer**, navigate to the unzipped folder, highlight all files and folders, then drag&drop them into the **Application Folder** entry directly below **Target Computer** in the center pane.
- Create the desired folders and links in the center pane under **Start Menu > Programs** (right-click > **New folder**).
- Set the desired file name and storage location on the **Deployment > Media** page.
- If you would like to use a URL for automatic updates, make sure that you are using a generic file name, that always stays the same (i.e. do not include any version in the name). Example: **MxCC\_lt.msi**. Make sure that you copy this file name to the **Product Information > Product Details** page under **Update URL** (e.g. [www.mobotix.com/updates/MxCC\\_lt.msi](http://www.mobotix.com/updates/MxCC_lt.msi)).
- Click on **Run** to build and test the installation.



### How to Handle Updates

- Exchange the files in **Resources > Files and Folders > Application Folder**.

#### Caution

DO NOT DELETE files, for which you have created a link in **Start Menu > Programs > ...** since this would also delete the links. Make sure that you only **OVERWRITE** the files using drag&drop.

- Adjust the version number on the **Product Details** page.
- Click on **Run** to build and test the installation.

### Other Suitable Products for Creating Setups

You can also use **Inno Setup** (<http://www.jrsoftware.org>) to generate a setup file with the files you would like to include in the project.

<http://www.jrsoftware.org/is3rdparty.php> contains tools that help generate the required files, including a setup forms designer. <http://www.jrsoftware.org/files/istrans/> contains translations for the standard setup process.



## Contact Information

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