

# **International Character Support**

This document describes how to take advantage of international character support (ICS) on your Avid® editing system.

ICS allows you to display and input characters in languages other than English. There are two basic methods for using ICS:

- (Windows® only) Install the local language operating system, and work within the operating system.
- (Macintosh® or Windows) Use the standard English-language operating system, install the language pack, and set the locale to your local language.



Avid  $Unity^{\mathsf{TM}}$  MediaNetwork v3.2 or later and Avid Unity ISIS $^{\mathsf{TM}}$  also support ICS. For more information, see the MediaNetwork or Avid Unity ISIS documentation.



For the latest version of this document, navigate to the Knowledge Base on www.avid.com/support and type ICS in the Search text box.

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# Using a Local Language Operating System (Windows Only)

If you use a local language operating system, consider the following items:

• When you start the Avid editing application for the first time, it automatically creates a keyboard setting for that language. You can view the keyboard mapping by clicking the appropriate Keyboard setting in the Settings list. If you are using a language other than English, French, or German, you might need to adjust the mapping for the keyboard so the keys in the Keyboard palette match the keys on your physical keyboard. See "Using Foreign Keyboard Mapping (Windows Only)" on page 5.

# **Choosing a Locale on an English-Language Operating System**

This method is common on Windows systems, and it is the only option on Mac OS® X systems. When you use this method, you typically instruct your operating system to work within a specific locale such as French, German, Chinese, or Japanese. This allows you to input and display characters in your chosen language even though you are using the basic English-language operating system.

To take advantage of ICS on an English-language operating system, consider the following:

- Instruct your operating system to display the appropriate language in menus and dialog boxes and specify the language you want to use for keyboard layouts. Follow the instructions in one of the following sections:
  - "Non-English Character Support (Macintosh)" on page 3
  - "Non-English Character Support (Windows)" on page 4
- (Windows only) If you are using a language other than English, French, or German, you
  might need to adjust the mapping for the keyboard so the keys in the Keyboard palette
  match the keys on your physical keyboard. See "Using Foreign Keyboard Mapping
  (Windows Only)" on page 5.

#### **Non-English Character Support (Macintosh)**

You can instruct the Mac OS X operating system to work within a specific locale such as French, German, Chinese, or Japanese. This allows you to input and display characters in your chosen language even though you are using the basic English-language operating system.

You need to specify the language in System Preferences.

#### Setting the Language in System Preferences (Macintosh Only)

In System Preferences, you need to specify which language should appear in operating system menus and dialog boxes. You can also add the language in which you want keyboard layouts and input methods to function.

#### To set the language in the International window:

1. Select Apple menu > System Preferences > International.

The International window opens in the Language tab.

- 2. In the Languages list, click the language you want and drag it to the top of the list. If you do not see the language you want in the list, click Edit, select the language, and click OK.
- 3. (Option) Select options in the other International window tabs.
- 4. Click the Close button.



For more information about the International window, see Mac Help by clicking the question mark icon in the window.

# To add your language's keyboard layout, input method, and character set palette to the operating system's Input menu (Flag icon):

- 1. Select Apple menu > System Preferences > International.
  - The International window opens on the Language tab.
- 2. Click the Input Menu tab.
- 3. Select the language or languages in which you want to type.
- 4. Select "Show input menu in menu bar."
- 5. Click the Close button.
- 6. In the Finder title bar, click the Flag icon and select the input language. You can also select a character set palette.
  - The Flag icon changes depending on which input language you select. For more information, see the Mac Help.
- 7. Restart your system.

### **Non-English Character Support (Windows)**

You can specify a non-English keyboard layout and text entry format for the language in which you want to type.



The operating system does not need to be in the same language as that in which you are typing.

#### To specify a language in which to type:

- 1. (Option) Plug in a regional keyboard.
- 2. Click the Start button, and select Settings > Control Panel.
- 3. Double-click Regional and Language Options.
  - The Regional and Language Options dialog box opens.

- 4. In the Regional Options tab, do the following:
  - a. In the "Standards and formats" area, select a language.
  - b. In the "Location" area, select your country.
- 5. Click the Languages tab.
- 6. Select the option you want in the Supplemental Language Support area.
- 7. In the "Text services and input languages" area, click Details.
  - The Text Services and Input Languages dialog box opens.
- 8. In the "Installed services" area in the Settings tab, select a language and a keyboard layout for that language.
- 9. If the language you want is not in the list, click Add, select an input language and a keyboard layout for the language, and then click OK.
- If you need to install additional files, the Insert CD-ROM dialog box opens. Follow the instructions and click OK.
- 11. In the "Default input language" area, select an input language.



You have to select a language in the Installed Services area (step 8) before it appears in the Default input Language list.

- 12. Click OK to close the "Text Services and Input Languages" dialog box.
- 13. Click the Advanced tab, and select your language in the "Language for non-Unicode programs" area.



It is important to select your language in the "Language for non-Unicode programs" area; do not skip this step.

- 14. 12. Click OK to close the Regional and Language Options dialog box.
   A keyboard icon appears in the taskbar to allow you to switch keyboard layouts.
- 15. Restart the system.



For more information, see the Windows XP Help.

# **Using Foreign Keyboard Mapping (Windows Only)**

When you start the Avid editing application under a new locale, the application automatically creates a Keyboard setting for your language. You can view the keyboard layout by clicking the appropriate Keyboard setting in the Settings list.

The default Avid keyboard layouts for English, French, or German languages map correctly to the characters on the physical keyboard. However, if you are using a different language, the display in the Keyboard palette might not match your physical keyboard layout. You can use the Foreign Keyboard Mapping button in the Keyboard palette to display the correct character in the Keyboard palette.



The Foreign Keyboard Mapping function is not needed for English, French, or German.



Avid supports the international English keyboard for Spanish and Italian. The default keyboard setting for Spanish and Italian is an English keyboard. If you use a Spanish or Italian keyboard, use keyboard mapping to match the physical keyboard to the Keyboard setting layout.

#### To set the keyboard mapping for a key:

- 1. Double-click Keyboard in the Settings list in the Project window. The Keyboard palette opens.
- Compare the layout to your physical keyboard.If some of the letters do not match, you can change the characters displayed in the Keyboard palette.
- 3. Click the Foreign Keyboard Mapping button.
- 4. Click the key that you want to change in the Keyboard palette. The key changes to white.
- Press the corresponding key on your keyboard.
   The image in the Keyboard palette changes to match your keyboard, and the mapped key changes to blue.



Each language has a certain number of keys that do not map to functions in the Avid editing application. These are referred to as "dead" keys. You cannot map functions to these dead keys. If you try to do so, the system displays an error message.

## **Recommendations and Restrictions**

This section describes recommendations and restrictions for using international character support on your Avid system.

#### **Avid Supports English Plus One Locale**

Make sure that your projects do not contain characters from more than one locale. String compare searches might not work correctly if you combine file names from different locales.



Within a workgroup, all the systems on the network must be either English or one specific locale.

#### **Entering ASCII Characters in Double-Byte Systems**

The following restriction applies to customers who work on double-byte (two-byte) operating systems: If you use ASCII characters to name bins, projects, tapes, or other Avid elements, use single-byte characters. If you use double-byte characters, the characters might appear with extra space between them and the names might not be recognizable by other systems.

Operating systems that use a double-byte character system usually allow the user to choose between single-byte ASCII or double-byte ASCII characters. If you have a choice, use single-byte characters when entering ASCII text.

## **Characters to Avoid When Naming Avid Elements**

Do not use the Japanese yen symbol in the ASCII character set. The system converts the symbol to a backslash, and this can cause problems with pathnames.

Do not use the Y-acute and Y-diaeresis characters. The system does not recognize the Y-acute character, and it can cause problems with file recognition. The system might not display the Y-diaeresis character correctly.

When you name a Mac OS X computer, use single-byte ASCII characters without spaces. The system uses the name in .pmr files (in the OMFI MediaFiles folder), and non-ASCII characters and spaces can cause problems with .pmr files.

If you plan to move projects between Macintosh and Windows systems, avoid using characters that are not in both the MacRoman and ANSI (also known as WinLatin-1) character sets. The following two files on the Knowledge Base list the characters you should avoid:

- MacRoman Characters not in ANSI Encoding
- ANSI Characters not in MacRoman Encoding

#### To access the files on the Knowledge Base:

- 1. Go to www.avid.com.
- 2. Click Support & Training, and then click Knowledge Base.
- 3. Type MacRoman in the "search the knowledge base" text box, and then click Search.

A page opens with links to the HTML files that show the differences between the MacRoman and ANSI character sets.

To display the characters in the HTML files correctly, you might have to set your Web browser to display characters in Unicode format.

#### To display characters in Unicode format on Internet Explorer:

▶ Select View > Encoding > More > Unicode (UTF-8).

# **EDL Manager Does Not Save Diacritical Marks or Chinese Characters**

You can display diacritical marks and Chinese characters in EDL Manager but you cannot save an EDL and reopen it with those characters preserved. This includes saving the file to the desktop or to an RT-11 formatted disk. If you plan to create and save an EDL from your sequences, you must use ASCII names for tape names.

It is common for customers that use EDLs to copy the EDL onto an RT-11 formatted floppy disk. The RT-11 format has a very limited character set: A-Z (capital letters only), 0-9, space, and \$.

## **Traditional Chinese Big 5 Character Set**

When using Traditional Chinese, you should set the Input Method Editor (IME) to use the Traditional Chinese Big 5 character set.

- ▶ (Windows) When you are setting the Input Locale in the Regional Options dialog box, click IME Settings and select the bottom option, which translates to "Only show Big 5 characters."
- ▶ (Macintosh) You can choose the Big 5 character set from within the International setting in System Preferences. When you select Traditional Chinese in the International setting, the system displays a menu with several options. Select Big 5.

## Rebuilding the asifont.map File (Windows only)



If you install the Avid editing application after you set up your system for internatinal character support, you should not need to rebuild the asifont.map file.

If you cannot display Chinese or Japanese characters in the Avid editor, you might need to regenerate the asifont.map file under the Japanese or Chinese locale. Do one of the following:

- Navigate to Program Files\Avid\application name and locate the asifont.map file. Delete the file. Make sure you are in the Japanese or Chinese locale and start the application again. The system automatically creates a new Japanese or Chinese asifont.map file.
- For Japanese, copy the asifont.map file in the Goodies folder to Program Files\Avid\application name.



The system uses the current locale to create the asifont map file appropriate for that locale.

### **Additional Tips and Limitations**

- When using international character support, you must install the Avid editing application after the system has been set up for international character support.
- Tips for creating vertical text on Japanese and Chinese Windows OS systems: When you want to create a title with vertical lettering, use one of the fonts with an "@" symbol at the beginning of its name. Also, use the Marquee title tool rather than the Classic Title tool to create vertical text lines. The following procedure describes how to create vertical text:
  - 1. Create a Text Box, then exit Text mode.
  - 2. Select a font with an @ sign at the start of the name for the text box.
  - 3. In the Transform pane, rotate the box by setting rotate Z to -90
  - 4. Enter Text mode, and type in your text. The text appears moving down vertically.



You can create a style or template for this kind of text box to make the titles easier to create.

Files exported from a FIGS (French, Italian, German, or Spanish) OS might not display correctly and might not import on an English OS. This problem might happen when you export files with certain diacritical marks in the exported file name, such as a capital A, I, or E with circumflex. The file appears and imports correctly on a FIGS OS but might not appear correctly on an English OS. When you attempt to import the incorrectly appearing file, the system displays the following error message:

"File: [File name and location] not found."

followed by:

"EXCEPTION: SYS ERROR, status: 2, msg: The system cannot find the file specified."

**Workaround:** Retype the file name (with the same diacritical marks if desired) and then import it from the English OS.

When using New Changjie input (Traditional Chinese), some combinations of keys cannot be used to form Chinese characters. For example, R + Y and S + D cannot be used to form Chinese characters in user, project, bin, clip, and sequence names. Question marks result when the enter key is hit in order to execute that key combination. (Other known non-functional combinations are R + J, F + U, Q + U + Q + U.)

- You might see problems with certain combinations of Japanese and Roman characters in the user name. The following limitations apply to user names:
  - Avoid mixing Roman and Chinese or Japanese characters in user names. The system might generate error messages or extra user names with incorrect text strings.
  - Chinese and Japanese user names are not supported on Avid Unity Workgroups. If you plan to be part of a workgroup environment, use Roman characters for user names.
- When naming Avid elements, do not use fonts that have an "@" sign at the start of the font name. These fonts are used when intending to display text vertically and, with elements such as bin and clip names, might position letters or characters on their side.
- When you are using diacritical marks, exporting a bin as AFE with the default name might cause MediaLog to freeze. The resulting files have incorrect filenames.

**Workaround:** Don't use the default name when exporting a file as AFE, ALE, or Tab Delimited. Rename the file to be exported in the Export dialog box.

# **Technical Support Information**

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