



Server

Advanced Installation Guide




Document Version 2.5.1

Table of Content

1	Introduction	4
2	12Planet Server Configuration.....	5
2.1	Server runtime basic configuration.....	5
2.2	Server runtime advanced configuration.....	5
2.3	Chat-group management.....	6
2.4	Connection port configuration.....	9
2.4.1	Configuration 1: 12Planet ELiveServer & Web server on the same machine ...	10
2.4.2	Configuration 2: 12Planet ELiveServer on a dedicated server IP-machine	10
2.4.3	Proxy and firewall support	10
2.5	Fail over management.....	10
2.6	Scalability and load balancing.....	10
2.6.1	Number of concurrent users	10
2.6.2	Chat service quality	10
2.7	Bandwidth for server	11
3	12Planet Applet (client software) configuration	12
3.1	Chat applet HTML configuration	12
3.2	Chat-group access authorization (file a_group_list.txt)	15
3.3	Clickable news configuration	15
3.4	Login integration.....	16
3.5	Language integration.....	17
3.5.1	Provided language sets	17
3.5.2	How to modify one of the provided language set.....	17
3.5.3	How to create a new language sets	21

1 Introduction

Typographic conventions:

▪	Unordered lists or alternative solutions
1.	Procedure steps
 Exemples	Examples
Courier New	Command names (java, html...)
 Tip	Tips and advice
 Warning	Warning
<i>Italic</i>	Reference to other documents or other software products
Bold	Button names, menu names, window names

2 12Planet Server Configuration

2.1 Server runtime basic configuration

1. Edit the file:

[INSTALLATION DIRECTORY]/12planet_server/conf/runtime.conf

2. Modify any of the parameters

sign at the beginning of a line defines a comment line

Parameter	Type	Description
Language		
Language	String	Language to be used for default server output. The available languages are listed in file: conf/langlist.ini The language resource file is: languages/a_lang/serverres.txt

3. Save the modified file
4. Stop 12Planet Server
5. Restart 12Planet Server

2.2 Server runtime advanced configuration

1. Edit the file

[INSTALLATION DIRECTORY]/12planet_server/conf/eliveserver.conf

2. Modify the parameters of the file using the table below:

Parameter	Type	Description
Log files & output messages		
display	y/n	Should the server display the output to the console? (For debugging purpose)
verbose	y/n	Should the log file be verbose?
system_message	y/n	Should the server send system messages to the chat client?
debug	Y/n	Should the server display detailed debug information?
chatlog	y/n	Should all the conversations to be logged in the chatlogYYYYMD.txt files?
maxloglen	Number	Maximum size (Ko) of the log file before the logger opens up automatically another log file
Threads		
nbsender	Number	Number of threads used to send messages to 12Planet Clients
nbreceiver	Number	Number of threads used to receive messages from 12Planet Clients The server uses up 99% of the CPU when it thinks it has too many requests for the number of threads it owns (available threads < 40). So set it to 240 for

Parameter	Type	Description
		example if you expect to have on average 200 users on the server.
nbprocess or	Number	Number of threads used to process messages from 12Planet Clients
Communication ports		
port	Number	Port used by 12Planet Server for direct socket protocol, as main communication protocol (default = 7218) If modified, add/modify the line in the HTML page: <PARAM NAME="port" VALUE="XYZ">
httpport	Number	Port used by 12Planet Server for HTTP tunneling protocol, as back-up communication protocol (default = 10080) If modified, add/modify the line in the HTML page: <PARAM NAME="httpport" VALUE=" XYZ ">
Connection mode		
httptimeout	number	Expiration time (ms) after witch 12Planet ELiveServer will close an idle HTTP tunneling user. Modify this value if you have timeout issues.
keep_alive	y/n	Should the HTTP tunneling server keep connections alive? (it offers faster communication to the chat client) Set it to "n" if you have many users or if you have time out problems not solved by the httptimeout parameter
optimise_sock	y/n	Should the server use optimized sockets? (It may not work with some JDK)
Users database management (only available in Premium Edition)		
database	String	Internal database name
userdb	y/n	Should the server write into a JDBC database, in real-time, whether a user is connected? Using this option may slow down the eLiveServer (available only in OEM Edition)
Users management		
user_queue_timer	y/n	Should the timer count the number of seconds from the last time a chat admin whispered to the user? The user list is displayed ordered from the most waited user to the least

sign at the beginning of a line defines a comment line

3. Save the modified file
4. Stop 12Planet Server
5. Restart 12Planet Server

2.3 Chat-group management

To define a chat-group and its parameters, please follow the instructions below:

1. Edit the file

2. [INSTAL DIR]/12planet_server/conf/grouplistserver.txt

3. Modify any text line of the file with respecting the following syntax to define the properties of a chat channel




Rule	Objective	Syntax
Rule 1	Define a channel name property by creating a text line using the syntax displayed on the right	<pre>\$a_chat_group\$a_chat_room</pre> <p>☞ Example1</p> <pre># \$*\$* is the default server setup</pre> <p>☞ Example2</p> <pre># \$*\$room is the default room setup</pre> <p>☞ Example3</p> <pre># \$group\$* is the default group setup</pre> <p>☞ Example4</p> <pre># \$group\$room is the channel setup</pre>
Rule 2	set a channel property	<code>\$a_chat_group\$a_chat_room:property1=parameter1;property2=parameter2;property3=parameter3</code>
Rule 3	Set a priority rule	<pre>\$group\$room > \$group\$* > *\$room > \$*\$*</pre>

Parameter	Type	Description
Chatgroup_name	String *	Name of the chat-group for which you will set up the control properties in this line. * sign means you will set up the default control properties in this line for all the groups of the server.
Subroom_name1	String *	Name of the chat-room within the chat group for which you will set up the control properties in this line. * sign means you will set up the default control properties in this line for all the rooms of the group.
type	String	Default status of channel: not moderated (std) or moderated (mod) (Default value is: std)
admin	String -	Password to administer this chatgroup_name Format pass1 or pass1 pass2 ... The "-" sign means no administrative password is defined.

Parameter	Type	Description
pass	String -	Password to log into any chat-rooms from chatgroup_name chat-group. “-“ sign means no room password is required.
site	String	Web site from which it is authorized to connect to the chat group: domain name WITHOUT the leading www. Format site1[;site2]...
max	Number -	Maximum number of simultaneous users authorized in the chat group. “-“ sign uses the default 15 users limitation value. If omitted, it means the value is the immediate superior default value (defined for the *).
history	number	The number of lines of previous chat messages that should be displayed automatically when an user joins a room
status	String	open/closed, defines whether user may join this room
log	String	on/off, defines whether a separate log file should exist for the chat room
history	Number	define the number of lines of messages that should be kept by the server and pushed to the users when they first join the chat room
relogin	String	yes/no, defines whether a user may use the auto nickname resolution system to join this chat room using a nickname that's already in use in the eLiveServer.
inputplugin	String	Plugins that filters raw messages that come into the eLiveServer, if several filters are defined, the message will go through successively through the list of plugins. Only available with the Enterprise edition of the software. plugin1 or plugin1 plugin2... pluginnames are defined in the eliveserver.conf file where pluginname=JavaClassName, ex: translationplug=plugins.Translator
outputplugin	String	Plugins that filters raw messages that go out from the eLiveServer, if several filters are defined, the message will go through successively through the list of plugins. Only available with the Enterprise edition of the software. Plugin1 or plugin1 plugin2... pluginnames are defined in the eliveserver.conf file where pluginname=JavaClassName, ex: translationplug=plugins.Translator
bot	String	Each bot is linked to a chat room. Each bot may accomplish used defined work within a separate thread and send messages to the room. bot1 or bot1 bot2 ... botnames are defined in the eliveserver.conf file where botname=JavaClassName, ex: bot1=services.BasicService

4. Save the modified file
5. Once the file has been modified, the changes will be automatically taken into account every 5 minutes.

6. in the chat room, become an administrator first (/admin your_admin_password_defined_for_the_\$\$*_chat_room), then type in the command line: /restart

Example	Parameters	Description
 Example1	<pre>\$\$*:admin=mypass;pass=- ;site=mysite.com;max=50;history=0</pre>	<p>Mypass is the admin pass for the WHOLE server.</p> <p>No password is required by default to join a chat-room</p> <p>By default, the chat rooms can only be used on mysite.com</p> <p>By default, a maximum of 50 users per chat group is allowed</p> <p>By default, 0 line of old messages will be displayed to new users</p>
 Example2	<pre>\$Userdom1.com\$:admin=adminpass;pass=join_pass;max=10</pre>	<p>Laminas are the admin pass for the chat group userdom1.com.</p> <p>Join pass has to be entered in order to chat in this chat group</p> <p>By default, the chat rooms can only be used on the default site defined for the chat group "*" which is mysite.com</p> <p>A maximum of 10 users is allowed for this chat group</p>
 Example3	<pre>\$English\$:admin=adminpass2;pass=-;site=sitel.com</pre>	<p>Adminpass2 is the admin pass for the chat group english.</p> <p>No password is needed to enter in this chat group</p> <p>By default, the chat rooms can only be used on the sitel.com web site</p> <p>The default number of maximum users has to be used which is 50 on this eLiveServer.</p>

2.4 Connection port configuration

The configuration of connection ports depends on how you have organized softwares on your machine(s) / on where you want to install the 12Planet ELiveServer as described in section 2.4.1 and 2.4.2. As for proxy and firewall support, please refer to 2.4.3.

By default, the following ports must be authorized by your firewall:

Name of port in configuration file	Default value	Description
port	7218	Port for direct socket protocol, main protocol (in eliveserver.conf) If modified, add/modify the line in all the HTML pages: <PARAM NAME="connectorPort" VALUE="XYZ">
httpport	10080	Port for HTTP tunneling, back-up protocol (in eliveserver.conf) If modified, add/modify the line in all the HTML pages: <PARAM

		NAME=" connectorHttpport" VALUE=" XYZ ">
webport	8080	Port for optional internal HTTP web server (in eliveweb.conf)

2.4.1 Configuration 1: 12Planet ELiveServer & Web server on the same machine

The firewall must authorize all the required port for 12Planet ELiveServer.

If you have other requirements please contact: solution@12planet.com

2.4.2 Configuration 2: 12Planet ELiveServer on a dedicated server IP-machine

The firewall should authorize all the required port for 12Planet ELiveServer. You might re-use port 80 for HTTP tunneling.

2.4.3 Proxy and firewall support

For advanced tools for firewall integration, please ask for 12Planet Server Developer Toolkit

2.5 Fail over management

Fail over is managed by:

- From 12Planet Client side: parameter of chat client applet <PARAM name="sessionOnfailurl" value ="URL_name">. When a user cannot connect to the server then the onfail URL is automatically opened. This URL can be used to establish a connection to a second server or to redirect toward a rescue page.
- From 12Planet ELiveServer side: at any time once can test the activeness of the server by HTTP request: http://server_name:10080/status? Result is "12Planet Server is running" or a blank page. This message can be caught and integrated in a fail over application like in advanced webserver.

For other fail over management, please ask for *12Planet Server Developer Toolkit*.

2.6 Scalability and load balancing

For advanced tools for load balancing management, please ask for 12Planet Server Developer Toolkit

2.6.1 Number of concurrent users

The number of concurrent users connected to 12Planet Server is limited by your license. Please contact solution@12planet.com for upgrading).

The following keys define an optimized tuning of capacity of server:

- Leap size (should be as big as supported by your configuration)
- File descriptor number (should be as big as supported by your configuration)
- Thread number (should be as big as supported by your configuration)

There are no general rules: these parameters depend on your OS and JVM choices.


2.6.2 Chat service quality

The principle is to optimize thread management of the server.

The generated load on one server depends on the behavior of users: the more users per rooms there are, the more capacity you need on hardware server (many small rooms require less resources than one very large room).

To improve speed you may, follow the instructions below:

1. Increase the number of thread used by 12Planet ELiveServer: number of used threads by 12Planet Server is defined in file: `eliveserver.conf`
2. Increase RAM, if necessary
3. Use a multiprocessor hosting machine
4. Optimize the network connection (network card device / bandwidth...)

 If you want to offer a satisfactory chat-service for more than 1500 users, we suggest you add servers.

The server uses up to 99% of the CPU when it is dealing with too many requests for the number of threads it owns (available threads < 40), this is related to the thread setup in the `conf/eliveserver.conf` file. So please modify the line `nbreceiver=60` and set it to `nbreceiver=240` for example if you expect to have on average 200 users on the server.

2.7 **Bandwidth for server**

The used bandwidth by server depends on the way chat-rooms are used. Keys to estimate bandwidth are listed below:

- Number of people per room: example, about 20 persons in one room
- Number of messages: example, about 1 message send by one user every second (technical and user messages)
- Average size of messages: it is about 0.5ko

The server needs about $(20 \text{ sent messages by server per second}) * 0.5\text{ko}/1\text{sec} = 10\text{ko}/\text{sec} = 80\text{kbps}$ for optimum using.

3 12Planet Applet (client software) configuration

3.1 Chat applet HTML configuration

Step 1: Minimum HTML code to embed in a web page / where are the steps?

The minimum HTML code to embed the client Java applet in a web page is:

```
<APPLET code=ChatClient
codeBase="http://yourserver.com/path\_to\_/12p\_applet/bin/" height=400
width=565>
<PARAM NAME="cabbase" VALUE="fchaplet.cab">
<PARAM NAME="archive" VALUE="fchaplet.jar">
<PARAM NAME="classPath" VALUE="onetoplanet.client.ui.std.floatGuts">
</APPLET>
```

The parameter codeBase should provide the full path to the java client directory:

- Standard client: 12p_applet/bin
- or
- Encrypted client: 12p_applet/binsecure

Step 2: Selection of applet user-interface / where are the steps?

12Planet's softwares enable you to select different applet user-interfaces. Each applet user-interface contains some features.

For advanced integration you can develop your own user-interface thanks to the Client Developer Kit.

User-interface is defined by parameters, example:

```
< PARAM NAME ="classPath" VALUE
="onetoplanet.client.ui.std.floatGuts">
```

<PARAM NAME ="classPath" VALUE ="xxxxxxx">	Description
onetoplanet.client.ui.lite.floatGuts	Basic chat applet, resizable customizable by HTML parameter
onetoplanet.client.ui.std.floatGuts	Advanced chat applet, resizable with many features customizable by HTML parameter
onetoplanet.client.ui.skin.floatGuts	Advanced chat applet, not resizable, fully skinnable.

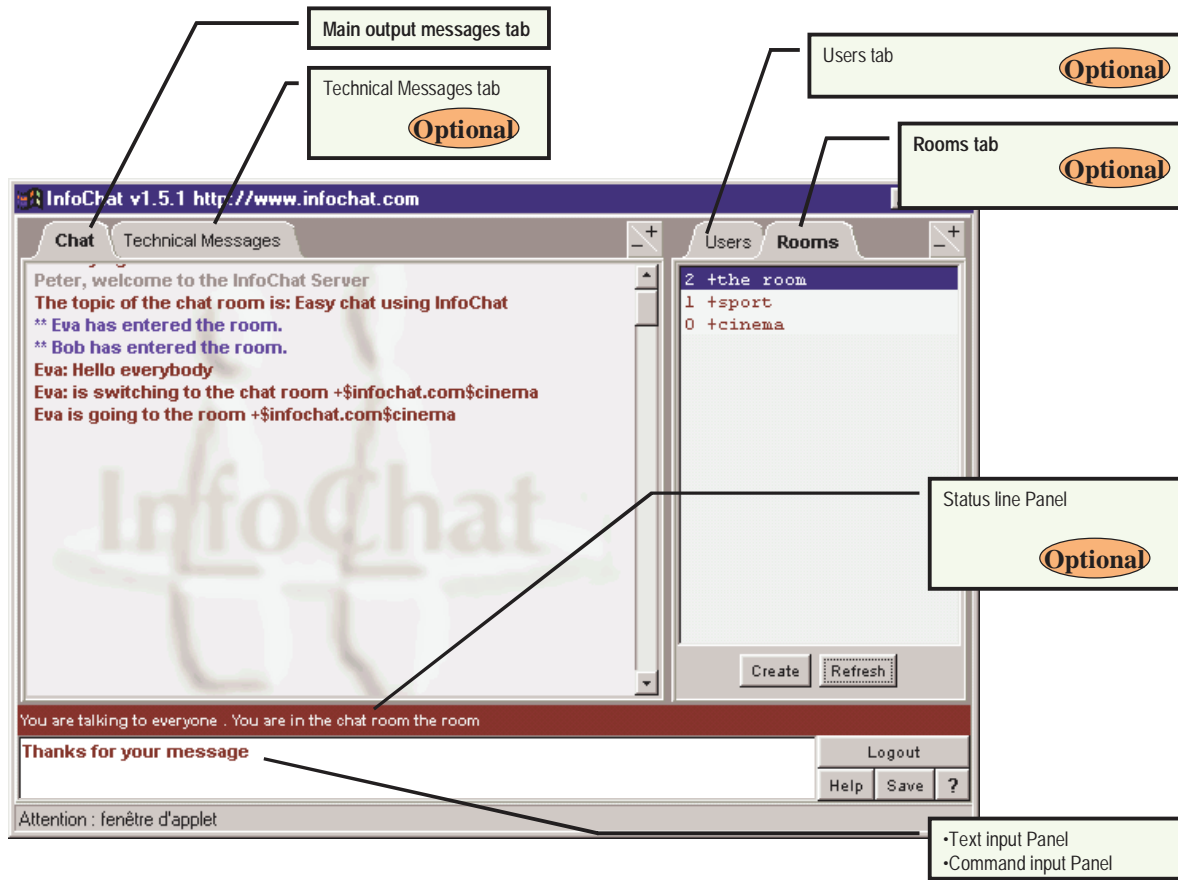


Figure 1: Chat client Java standard applet - View 1

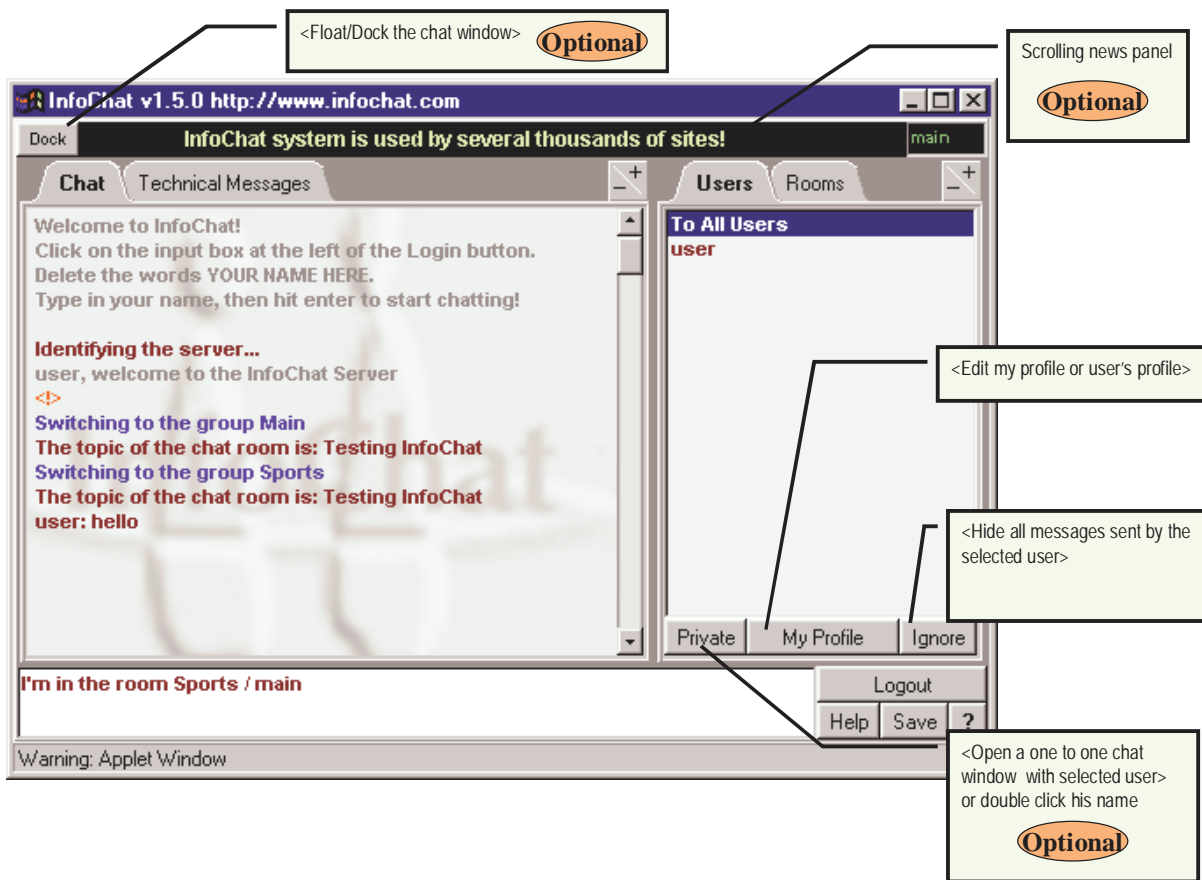


Figure 2: Chat Client Java standard applet - View 2

Step 3: Customization of applets by HTML parameters

It is possible to configure most of the functional and layout features. The configuration of chat client Java applets is defined by optional parameters.

- Advanced mode parameters
- Connection parameters
- Session parameters
- Rooms parameters
- GUI layout default property
- Graphical Components
- Please refer to details below.
- Secure applet parameters

Please refer to detailed table

Example

```
<APPLET code=ChatClient codeBase="http://yourserver.com/l2p\_applet/"
height=400 width=565>
<PARAM NAME="cabbase" VALUE="fchaplet.cab">
```

```

<PARAM NAME="archive" VALUE="fchaplet.zip">
<PARAM NAME="classPath" VALUE="onetoplanet.client.ui.std.floatGuts">
<PARAM NAME="sessionGroupconf" VALUE="Your_Chat_Group_Name">
<PARAM NAME="sessionGroupvalue" VALUE="AChat_Group_Name">
<PARAM NAME="sessionLanguage" VALUE="english">
<PARAM NAME="roomList" VALUE="Your_Chat_Room">
<PARAM NAME="roomTopics" VALUE="Your_Chat_Room_Topic">
<PARAM NAME="snewsConf" value="relative_server_side_PATH_TO_news.txt">
<PARAM NAME="paneltopFontColor" value="eeeeee">
<PARAM NAME="guiBackColor" value="eeeeee">
<PARAM NAME="guiFontStyle" value="1">
<PARAM NAME="guiFontSize" value="11">
<PARAM NAME="guiFontFolor" value="61161B">
<PARAM NAME="ifinputWhisperFontColor" value="61161B">
</APPLET>

```

3.2 Chat-group access authorization (file a_group_list.txt)

- Create a file (it can be any name) to define a chat-group authorisation list:
relative_path_from_applet/a_group_list.txt

Syntax of the file is:

```
groupName1`y`groupName2`y.. groupNameX`y
```

- Be careful to use the ` sign and not the ' sign
- Replace “y” by “n” if you don't want users to be able to create temporary rooms (forbid the using of the command "/join room").

3.3 Clickable news configuration

- Create a file: relative_path_from_applet/any_name.txt
- Set the "news" parameter, in the HTML page, to define the file that contains your scrolling clickable news. By default, the "news.txt" file is used.

Syntax of the news file

start file:

The following section may be repeated several times for several messages. Each news message definition section shall be separated with an empty line.

Parameter	Description
[headline] String	Text of the scrolling message
[url] URL-String	(optional) URL of the message

Parameter	Description
[target] String	(optional) Name of the target window
[days] Number(0123456)	(optional) Weekdays during which the message should be displayed: 0 stands for Sunday, 1 for Monday etc.
[times] XX:XX-XX:XX	(optional) beginning scrolling time – ending scrolling time

:end of file

Example

```

start file:
[headline] The news headline
[url] http://www.thesite.com
[target] target_window_name
[days] 12345
[times] 20:00-05:00

[headline] Hey pretty early this morning! Read some news maybe?
[target] main
[url] http://www.newsbyte.com
[times] 05:00-09:00

...

[headline] You should go back to sleep
[url] http://www.back2sleep.com
[target] target_window_name
[days] 06
[times] 05:00-10:00
:end of file

```

3.4 Login integration

The chat client can be configured so the user can be logged into the eLiveServer automatically when the chat page is loaded. This is done through the use of the "sessionAutologin" and "sessionUsername" parameters. This feature is particularly useful when the chat web page is generated on the fly by a CGI (or any scripting language: ASP, JSP, PHP3...) that would have checked separately the chat user's profile, login permission etc using your custom login system.

3.5 Language integration

3.5.1 Provided language sets

Descriptive : Available languages are:

- Arabic (*)
- Brazilian (*)
- Chinese = BIG 5 encoding(*)
- Chingb = GB encoding for Mainland China (*)
- Danish (*)
- Dutch (*)
- English
- French
- German (*)
- Greenlandic (*)
- Italian (*)
- Lithuanian (*)
- Norsk (*)
- Portuguese (*)
- Russian (*)
- Serbian (*)
- Spanish (*)
- Swedish (*)
- Turkish (*)

(*) all these languages are working on professional sites. However 12Planet provides freely these languages and does not support these languages. Why at the end???

3.5.2 How to modify one of the provided language set

- For language with standard ASCII support :
 - Modify the resources files, client side and server side (for instance English):

```
/12planet_server/languages/english/serverres.txt
/websample/12p_applet/languages/english/clientres.txt
```
- For language with non standard ASCII support (for instance: Arabic, Chinese, Greek, Japanese, Hebrew, Russian):
 - Modify the files (example with arabic):

```
/12planet_server/languages/arabic/serverres-orig.txt
/websample/12p_applet/languages/arabic/clientres-orig.txt
```
 - Convert this files into ascii (with Unicode encoding) by using native2ascii tool from JDK121 and the correct converter code (example with arabic):

```
\jdk121\bin\native2ascii -encoding 8859_6 serverres-orig.txt serverres.txt
```

Partial List of Supported Languages and Converters

Language	Converter
Arabic (ar)	Cp1256, 8859_6
Byelorussian (be)	8859_5
Czech (cs)	8859_2
Dutch (nl)	8859_1, Cp1252
English (en)	8859_1, Cp1252
German (de)	8859_1, Cp1252
Greek (el)	8859_7
Hebrew (iw)	8859_8
Japanese (ja)	SJIS, JIS, EUCJIS
Macedonian (mk)	8859_5
Maltese (mt)	8859_3
Norwegian (no)	8859_1, Cp1252
Polish (pl)	8859_2
Russian (ru)	KOI8_R, 8859_5
Turkish (tr)	8859_9, Cp1254
Ukrainian (uk)	8859_5

Complete table:

8859_1	ISO 8859-1
8859_2	ISO 8859-2
8859_3	ISO 8859-3
8859_4	ISO 8859-4
8859_5	ISO 8859-5
8859_6	ISO 8859-6
8859_7	ISO 8859-7
8859_8	ISO 8859-8
8859_9	ISO 8859-9
Big5	Big5, Traditional Chinese
CNS11643	CNS 11643, Traditional Chinese
Cp037	USA, Canada(Bilingual, French), Netherlands, Portugal, Brazil, Australia
Cp1006	IBM AIX Pakistan (Urdu)

Cp1025	IBM Multilingual Cyrillic: Bulgaria, Bosnia, Herzegovina, Macedonia(FYR)
Cp1026	IBM Latin-5, Turkey
Cp1046	IBM Arabic - Windows
Cp1097	IBM Iran(Farsi)/Persian
Cp1098	IBM Iran(Farsi)/Persian (PC)
Cp1112	IBM Latvia, Lithuania
Cp1122	IBM Estonia
Cp1123	IBM Ukraine
Cp1124	IBM AIX Ukraine
Cp1125	IBM Ukraine (PC)
Cp1250	Windows Eastern European
Cp1251	Windows Cyrillic
Cp1252	Windows Latin-1
Cp1253	Windows Greek
Cp1254	Windows Turkish
Cp1255	Windows Hebrew
Cp1256	Windows Arabic
Cp1257	Windows Baltic
Cp1258	Windows Vietnamese
Cp1381	IBM OS/2, DOS People's Republic of China (PRC)
Cp1383	IBM AIX People's Republic of China (PRC)
Cp273	IBM Austria, Germany
Cp277	IBM Denmark, Norway
Cp278	IBM Finland, Sweden
Cp280	IBM Italy
Cp284	IBM Catalan/Spain, Spanish Latin America
Cp285	IBM United Kingdom, Ireland
Cp297	IBM France
Cp33722	IBM-eucJP - Japanese (superset of 5050)
Cp420	IBM Arabic
Cp424	IBM Hebrew
Cp437	MS-DOS United States, Australia, New Zealand, South Africa
Cp500	EBCDIC 500V1
Cp737	PC Greek
Cp775	PC Baltic
Cp838	IBM Thailand extended SBCS
Cp850	MS-DOS Latin-1
Cp852	MS-DOS Latin-2

Cp855	IBM Cyrillic
Cp857	IBM Turkish
Cp860	MS-DOS Portuguese
Cp861	MS-DOS Icelandic
Cp862	PC Hebrew
Cp863	MS-DOS Canadian French
Cp864	PC Arabic
Cp865	MS-DOS Nordic
Cp866	MS-DOS Russian
Cp868	MS-DOS Pakistan
Cp869	IBM Modern Greek
Cp870	IBM Multilingual Latin-2
Cp871	IBM Iceland
Cp874	IBM Thai
Cp875	IBM Greek
Cp918	IBM Pakistan(Urdu)
Cp921	IBM Latvia, Lithuania (AIX, DOS)
Cp922	IBM Estonia (AIX, DOS)
Cp930	Japanese Katakana-Kanji mixed with 4370 UDC, superset of 5026
Cp933	Korean Mixed with 1880 UDC, superset of 5029
Cp935	Simplified Chinese Host mixed with 1880 UDC, superset of 5031
Cp937	Traditional Chinese Host mixed with 6204 UDC, superset of 5033
Cp939	Japanese Latin Kanji mixed with 4370 UDC, superset of 5035
Cp942	Japanese (OS/2) superset of 932
Cp948	OS/2 Chinese (Taiwan) superset of 938
Cp949	PC Korean
Cp950	PC Chinese (Hong Kong, Taiwan)
Cp964	AIX Chinese (Taiwan)
Cp970	AIX Korean
EUCJIS	JIS, EUC Encoding, Japanese
GB2312	GB2312, EUC encoding, Simplified Chinese
GBK	GBK, Simplified Chinese
ISO2022CN	ISO 2022 CN, Chinese
ISO2022CN_CNS	CNS 11643 in ISO-2022-CN form, T. Chinese
ISO2022CN_GB	GB 2312 in ISO-2022-CN form, S. Chinese
ISO2022KR	ISO 2022 KR, Korean

JIS	JIS, Japanese
JIS0208	JIS 0208, Japanese
KOI8_R	KOI8-R, Russian
KSC5601	KS C 5601, Korean
MS874	Windows Thai
MacArabic	Macintosh Arabic
MacCentralEurope	Macintosh Latin-2
MacCroatian	Macintosh Croatian
MacCyrillic	Macintosh Cyrillic
MacDingbat	Macintosh Dingbat
MacGreek	Macintosh Greek
MacHebrew	Macintosh Hebrew
MacIceland	Macintosh Iceland
MacRoman	Macintosh Roman
MacRomania	Macintosh Romania
MacSymbol	Macintosh Symbol
MacThai	Macintosh Thai
MacTurkish	Macintosh Turkish
MacUkraine	Macintosh Ukraine
SJIS	Shift-JIS, Japanese
UTF8	UTF-8

To get more information about native2ascii tool, please visit Sun website at:
<http://java.sun.com/products/jdk/1.1/docs/tooldocs/win32/native2ascii.html>

3.5.3 How to create a new language sets

To add a new language, for instance esperanto:

- Create a server side resource ser:
- Create the subdirectories:
`\12planet_server\languages\esperanto\`
- Create the resource file for Esperanto by translating an other resource files kit:
`serverres.txt`
 Syntax is: `keyword=message`
 Only the message part should be translated
- Create a server side resource ser:
- Create the subdirectories:
`\websample\12p_applet\languages\esperanto\`
- Create the resource file for Esperanto by translating an other resource files kit:
`serverres.txt`

Syntax is: keyword=message
Only the message side should be translated

- Add the name of the language in the file:
`12planet_server/conf/langlist.ini`
- Set the parameter "session.language" to the new language in the HTML code of the web page
`<PARAM NAME="sessionLanguage" VALUE="esperanto">`
- Restart the eLiveServer to test

Note:

- if a message is not translated in the resource file and appears like: msg_example.
Then, add in clientres.txt or serverres.txt a new message with:
`msg_example=MytranslationForExample`