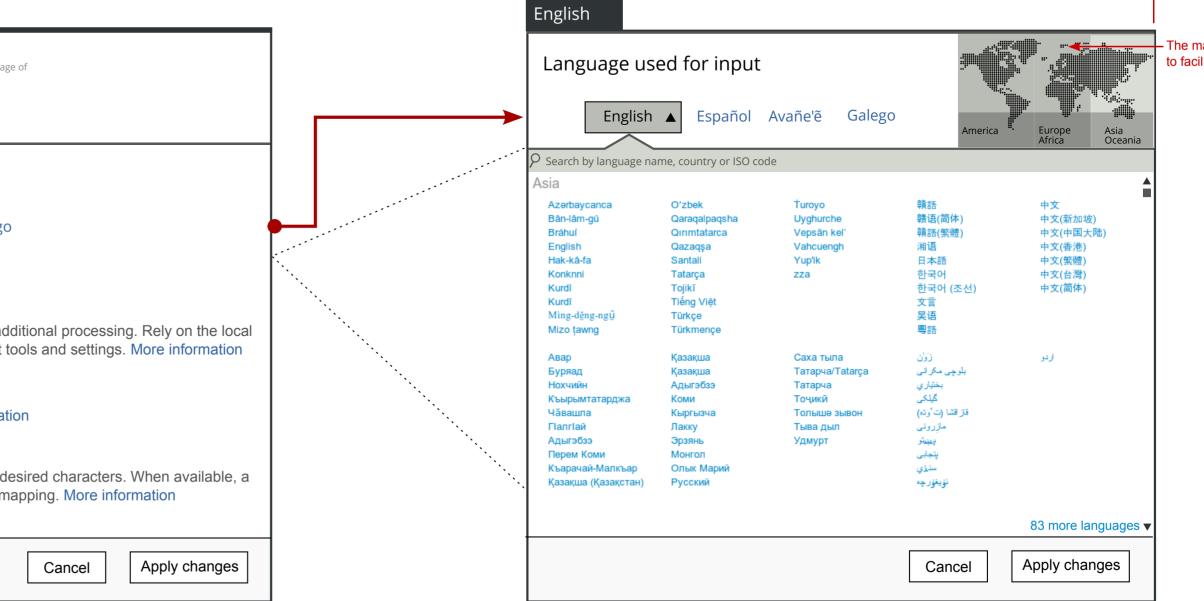
| English  |   |  |  | nr.milli  | English   |
|--|---|--|--|---|---|
| Select a lar   | nguage  | <ul> <li>Input settings</li> <li>Writting in a different la</li> <li>Display settings</li> <li>Customize the language<br/>menus and fonts</li> </ul> |  | Europe<br>Africa<br>Asia<br>Oceania                               | Change the language you use for input and<br>enable tools to help you enter text.   |
| eta Search by language nar   | ne, country or ISO co   | de   |  |   |   |
| Asia   |   |  |  | ▲   | Language used for input   |
| Azərbaycanca<br>Bân-lām-gú<br>Bráhuí<br>English<br>Hak-kā-fa<br>Konknni<br>Kurdī<br>Kurdī<br>Ming-dšng-ngū<br>Mizo ţawng | Oʻzbek<br>Qaraqalpaqsha<br>Qırımtatarca<br>Qazaqşa<br>Santali<br>Tatarça<br>Tojikī<br>Tiếng Việt<br>Türkçe<br>Türkmençe | Ťuroyo<br>Uyghurche<br>Vepsän kel'<br>Vahcuengh<br>Yup'ik<br>zza   | 贛語<br><b>贛语(简体)</b><br><b>贛语(繁體)</b><br>湘语<br>日本語<br>한국어<br>한국어<br>文言<br><b>吴语</b><br>粵語 | 中文<br>中文(新加坡)<br>中文(中国大陆)<br>中文(香港)<br>中文(香港)<br>中文(台灣)<br>中文(简体) | English ▼ Español Avañe'ẽ Galego<br>Input methods<br>● Default. Text is introduced without any addition of the configuration for input to the configuration for the confi |
| Буряад<br>Нохчийн<br>Къырымтатарджа<br>Чăвашла<br>ГІалгІай<br>Адыгэбзэ<br>Перем Коми                                     | Қазақша<br>Адыгэбзэ<br>Коми<br>Кыргызча<br>Лакку<br>Эрзянь<br>Монгол  | Татарча/Tatarça<br>Татарча<br>Точикй<br>Толышә зывон<br>Тыва дыл<br>Удмурт   | بلوچی مکر لئی<br>بختیاري<br>گاڑ انشا (ت وته)<br>ماڑرونی<br>پینیئو<br>پنجلی               |   | ○ Phonetic input using Method 1 ▼ Type words as they sound. More information  |
| Къарачай-Малкъар<br>Қазақша (Қазақстан)  | Олык Марий<br>Русский   |  | سنڌي<br>ئۇيغۇرچە   | 83 more languages 🔻   | <ul> <li>○ Transliteration using Method 2 ▼</li> <li>Use keyboard shortcuts to generate the des virtual keyboard will show the keyboard ma</li> </ul>   |

## **Customize the language of Customize the language of Customize the language of Menus and fonts**



Scrolls up (out of the view) when the selector is expanded to leverage screen real state

The map appears from the side to facilitate the selection