ClearVote 2.3

ClearDesign Administration Guide

Document history

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Table of contents

Preface

This section defines the purpose of this document.

About this document

This guide describes administrative functionality of ClearDesign.

Scope of this document

This chapter contains the following topics:

- Chapter 1. Getting started
- Chapter 2. Managing customers
- Chapter 3. Managing roles
- Chapter 4. Managing users
- Chapter 5. System Log
- Chapter 6. Localizations
- Appendix A. ClearDesign permissions
- Appendix B. Default localization settings
- Appendix C. Updating Microsoft Defender
- Appendix D. Error messages

Conventions

This section describes conventions used in this document.

References to ClearVote products

A ClearVote® system can comprise the ClearAccess®, ClearCast®, ClearCount®, and ClearDesign® products. Jurisdictions are not required to purchase all products. You can ignore references to any ClearVote products that are not part of your voting system. Also ignore implementation options that are not relevant to your policies and procedures.

BDF and ADF

ClearAccess imports an election definition contained in an accessible definition file (ADF) created by ClearDesign. ClearCount and ClearCast import an election definition contained in a ballot definition file (BDF) created by ClearDesign.

Versions of ClearDesign earlier than 2.0 created unencrypted ADFs and BDFs. ClearDesign 2.0 and later versions produce encrypted ADFs and BDFs. You can distinguish between unencrypted and encrypted ADFs and BDFs by the ending of the filename.

File type	Filename ends in
Unencrypted accessible definition file	adf.zip
Encrypted accessible definition file	adfx.zip
Unencrypted ballot definition file	bdf.zip
Encrypted ballot definition file	bdfx.zip

In this document, the general terms ADF and BDF can refer to both the unencrypted and encrypted versions of these files.

For the specifics of the ADF and BDF file formats, see the following:

- *ClearDesign Accessible Definition File Guide*
- *ClearDesign Ballot Definition File Guide*

Chapter 1. Getting started

This chapter describes how to get started with the administrative functions of ClearDesign. We recommend reading through this chapter if you are new to Clear Ballot and administrative tasks. If you are an experienced ClearDesign administrator, you can skip this chapter.

1.1 Basic definitions

Table 1-1 lists some basic definitions pertaining to the administrative functions of ClearDesign. Review the basic definitions of these terms before reading the details in the remainder of this document.

Table 1-1. Basic definitions of terms for ClearDesign administration

Term	Description
Customer	A *customer* typically represents a jurisdiction, such as a county or school district, where ClearDesign users design ballots. Example: ClearCounty is a fictional customer that Clear Ballot has set up for training.
User	A *user* is someone who logs on to ClearDesign and performs tasks for designing ballots. A given customer can have multiple users.
Permission	A *permission* enables a user to perform a certain type of task. Example: The Ballot Set-Add permission enables the **Add** button of the Ballot Sets tab. For a complete list, see Appendix A, "ClearDesign permissions" on page 32.
Role	A *role* comprises a group of permissions. Roles control groups of tasks that users can perform. Example: A role called Language Developer contains the permissions beginning with "Language" listed in Appendix A.
Localization	*Localization* refers to the ability of a jurisdiction to set its own preferred vocabulary for terms that appear in the user interface and on ballots. Example: A jurisdiction can localize the term *precinct* to *election district*.

1.2   Logging in for the first time—setting the password

When you log in for the first time, your administrator's account does not have a password set up by default.

To log in, follow these steps:

1. Open a browser and enter the URL that was set up during installation.

2. When the Login screen appears (Figure 1-1), enter your **User name** and click **Sign in**.

Figure 1-1. Login screen

ClearDesign displays the screen shown in Figure 1-2.
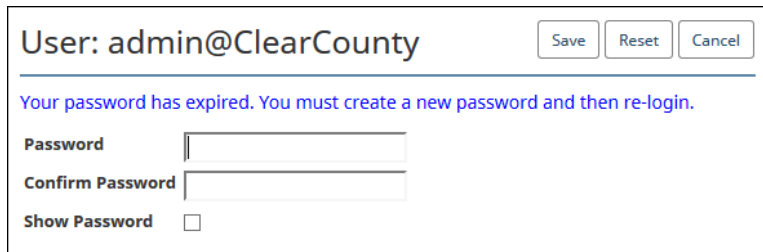
Figure 1-2. Create a new password

Follow these guidelines when selecting a password:

- **Length**: at least 8 characters long

- **Allowed characters**: at least one character from the following groups:

    ○ a - z   ○ 0 - 9

    ○ A - Z   ○ ~ ! @ # $ % ^ & * ( ) _ - + =

> The administrator role specifies the password strength for all accounts, including minimum password length, use of capitalized letters, use of numeric characters, and use of non-alphanumeric characters.

3. Enter the desired password in the **Password** and **Confirm Password** fields and click the **Save** button.

    The ClearDesign application appears in the browser window.

1.3   Logging in when you know the admin password

To log in, follow these steps:

1. Open a browser and enter the URL that was set up during installation.

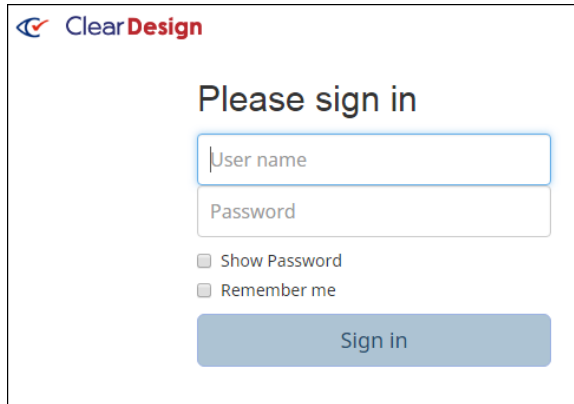2. When the Login screen appears, enter your **User name** and **Password** and click **Sign in**.
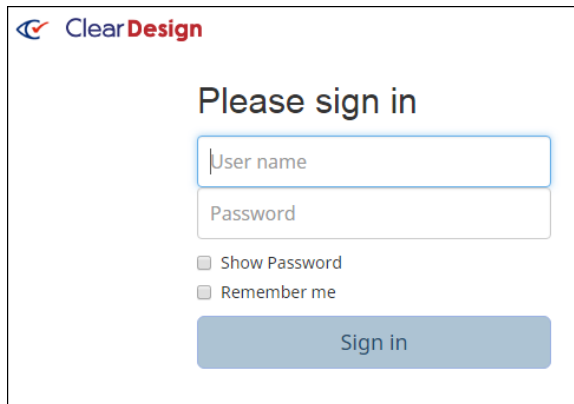
Figure 1-3. Login screen

In most situations, enter the **User name** of the default administrator, which is admin@default.

If you are the administrator for a special category of elections, enter the login for that administrator. Example: admin@*SchoolBoard*.

After you log in successfully, the ClearDesign application appears in the browser window.

1.4   Resetting the administrator password

If you are an administrator, you can download a password recovery file. If you forget or mistype your password in the future, the Login screen enables you to specify the location of the password recovery and then set a new password.

For new administrators, ClearDesign automatically enables password recovery permissions by default.

To download a password recovery file, follow these steps:

1. Log in to ClearDesign as an administrator.

2. Click the drop-down list (Figure 1-4) that appears at the top of the screen on the right next to your administrator name.
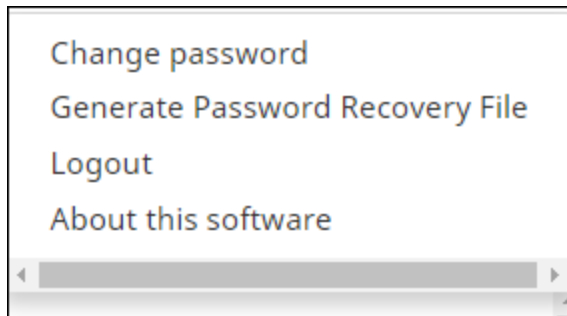
Figure 1-4. Drop-down list that appears next to your user name

3. Click **Generate Password Recovery File**.

    ClearDesign places the password recovery file in your designated Downloads folder.

4. Store the password recovery file in the location that you will remember.

To use the password recovery feature:

1. Assume that you mistype your administrator password when you try to log in.

    ClearDesign displays the Authentication Failed screen (Figure 1-5).
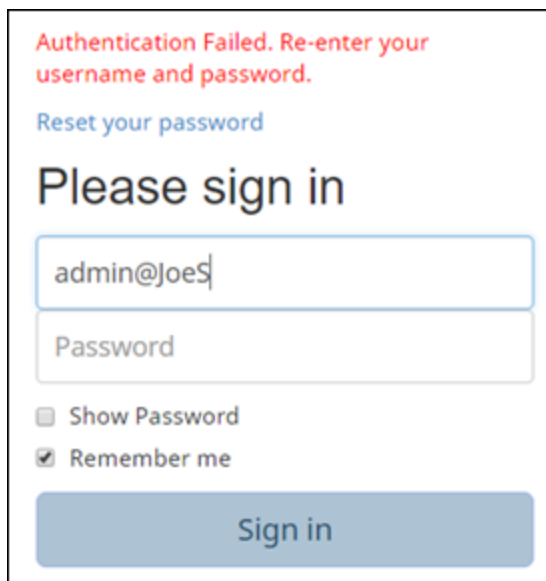
Figure 1-5. Authentication Failed screen

2. Click the link **Reset your password**. ClearDesign displays the password recovery screen (Figure 1-6).
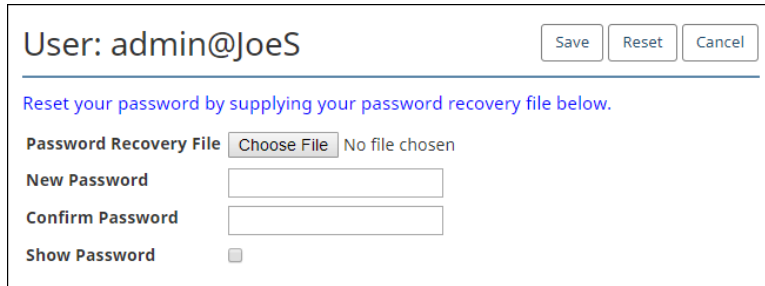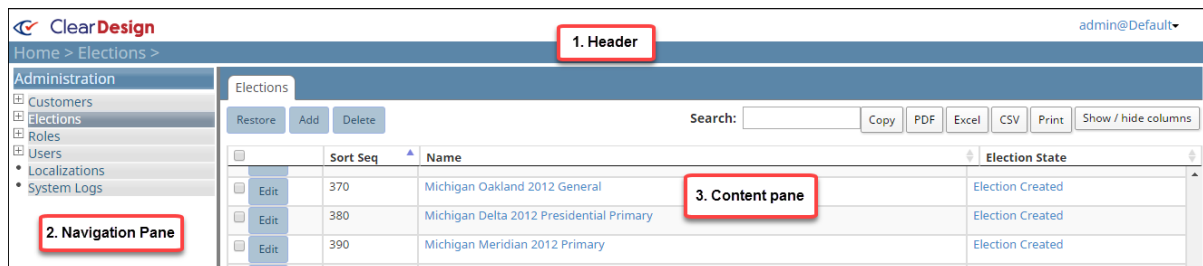
Figure 1-6. Password Recovery screen

3. On the Password Recovery screen, do the following:

   a. Click **Choose File** to navigate to the location where you saved the password recovery file.

   b. Type a new password in the **New Password** and **Confirm Password** fields.

      If desired, select **Show Password** so that the password becomes visible as you type it.

      If you make a mistake, use the **Reset** button to clear the screen and start over.

   c. Click **Save**.

      ClearDesign returns to the Login screen.

1.5   Areas of the application window

The application window of ClearDesign has three main areas as shown in Figure 1-7:

1. The header

2. The navigation pane

3. The content pane

Figure 1-7. Areas of the application window.

1.5.1 Header

The header appears at the top of the application window contains the following items shown in 1.5.1:

1. **The ClearDesign logo**

2. **Election Title**

   When you first log on and when you perform administrative functions, the title area is blank. If you select an election, its name appears in the title area of the header.

3. **Breadcrumbs**

   The breadcrumbs provide a path of screens that you navigated to reach the current location in the application. Each step of the path is separated by the > character. Click a step in the path to return to the corresponding screen.

4. **Login ID**

   The login ID of the current users appears on the right in the header. Clicking the login ID displays a menu containing three selections:

   • Change password

   • Logout

   • About this software

   If the user has the Generate Password Recovery permission, the menu will also contain the Generate Password Recovery File selection.
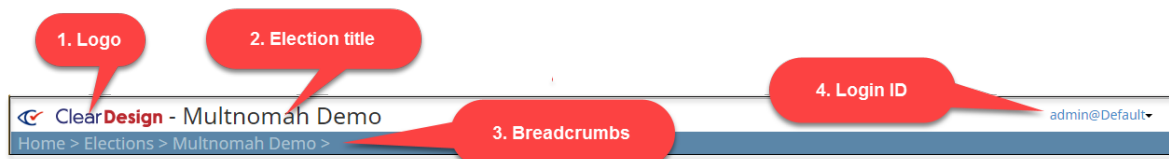
Figure 1-8. Header of the application window

1.5.2 Navigation pane

The navigation pane appears on the left side of the application window. Two types of controls appear in the navigation pane:

- **Administration control**

    This control lists administrative functions for which you have permissions. When you first log on the Administration control appears in the navigation pane.
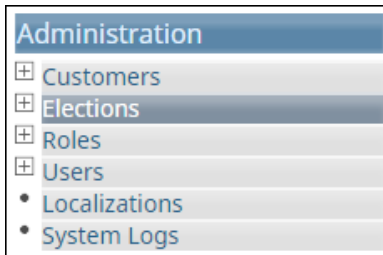
    Figure 1-9. Administration control

- **Election control**

    This control appears after you select an individual election.
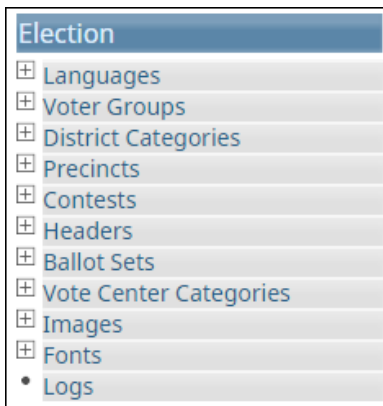
    Figure 1-10. Election control

1.5.3 Content pane

The content pane appears on the right side of the application window. This pane is the main work area. Depending on the current context, the content pane contains one of the following views:

- List view - Enables you to select an item to work on.

  Example: In the left Navigation Pane, select **Home** and then **Customer**.

  ClearDesign displays the Customers tab in the content pane, which contains a list of customers.

- Detail view (Info tab) - appears when you click an item in a list view. The detail view displays attributes of the selected item and buttons that allow you to perform certain actions.

  Example: When the Customers tab appears in the content pane, click the name of a customer to display the basic attributes for that customer.

Chapter 2. Managing customers

This chapter describes ClearDesign customers and the tasks associated with managing customers.

A *customer* typically represents a jurisdiction, such as a county or school district, where ClearDesign users design ballots.

2.1 The default customer and the jurisdiction-specific customer

ClearDesign is installed with one customer whose name is **default**. The **default** customer has one user named **admin**, whose assigned role is **administrator**. The **admin** user logs in to ClearDesign as **admin@default**.

In cases where your jurisdiction also develops ballots for special categories of elections, such as school board only elections, you can create a special customer for that election to give the ballot developers their own standalone development area separate from the development area used for state elections.

In this situation, login as admin@default and create a customer such as "SchoolBoard". After you create the customer using the admin@default account, log out. Then log in as admin@SchoolBoard where you can create additional users.

2.2 Setting the system password

To set the ClearDesign system password:

1. Log in to ClearDesign as **admin@Default**.

2. From the Administration control, select **Customers** (Figure 2-1).
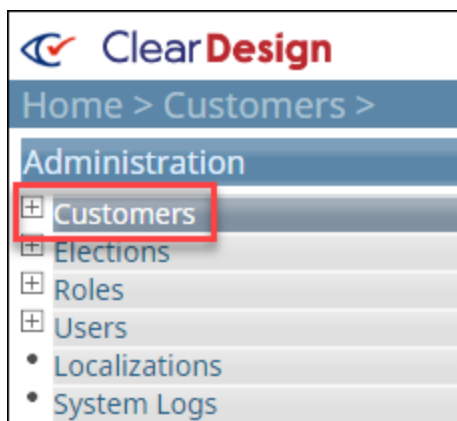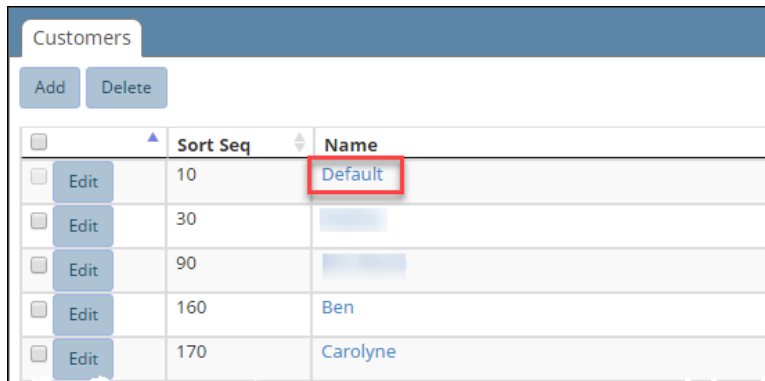
Figure 2-1. Selecting Customers from the Administration control

The Customers tab appears (Figure 2-2).
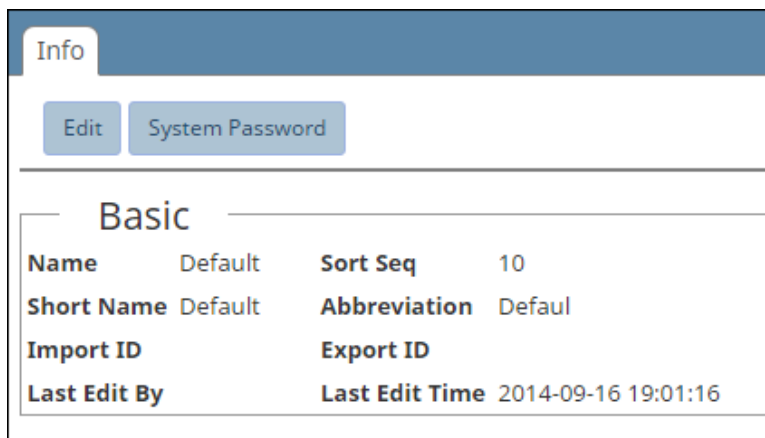
3. In the Name column, click **Default** (Figure 2-2).

Figure 2-2. Customers tab

The Info tab for the Default customer appears (Figure 2-3).
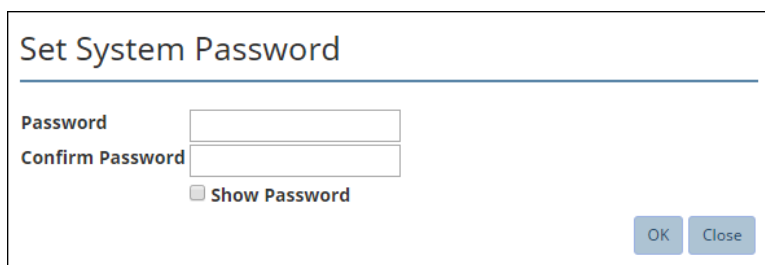
Figure 2-3. Info tab for the Default customer

4. Click the **System Password** button (Figure 2-3).

The Set System Password dialog appears (Figure 2-4).

Figure 2-4. Set System Password dialog

5. In the **Password** and **Confirm Password** fields, enter the system password.

6. Click **OK**.
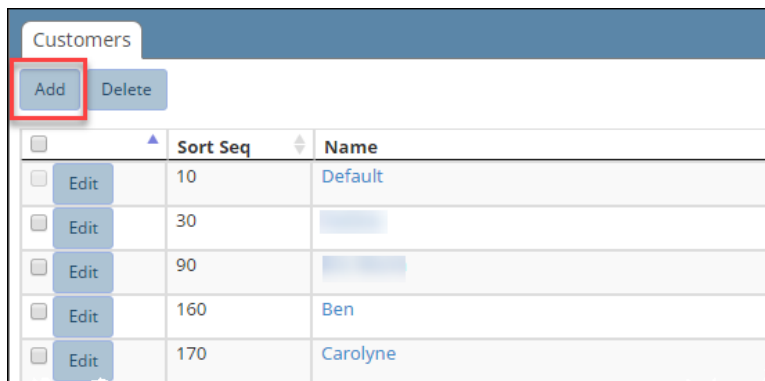
The system password is now set.

If the system rejects the password because the entries do not match, select **Show Password**, re-enter the password, and click **OK**.

2.3 Adding customers

To add a ClearDesign customer:
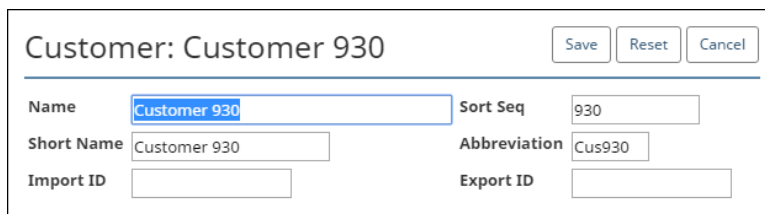
1. Log in to ClearDesign as `admin@Default`.

2. From the Administration control, select **Customers** (Figure 2-1).

The Customers tab appears (Figure 2-5).

3. Click the **Add** button (Figure 2-5).

Figure 2-5. Add button on the Customers tab

The Customer dialog appears. Default values appear in the **Name**, **Sort Seq**, **Short Name**, and **Abbreviation** fields. **The Import ID** and **Export ID** fields are blank by default.

Figure 2-6. Customer dialog

4. If desired, change the **Name** field shown in Figure 2-6.

Based on your change the **Name** field, ClearDesign updates the default values for the **Sort Seq**, **Short Name**, and **Abbreviation** fields.

5. Make any additional desired changes and click the **Save** button.

ClearDesign displays a series or status messages while adding the customer. When the process in complete, ClearDesign refreshes the Customers tab, and the new customer appears in the list.

2.4 Modifying customers

To modify an existing customer:

1. Log in to ClearDesign as **admin@Default**.

2. From the Administration control, choose **Customers**.

The **Customers** tab appears.

3. In the row corresponding to the customer you want to modify, click the **Edit** button.

The Customer dialog appears.

4. Modify identifying attributes as required.

> **Note**:   **Name** cannot be changed.

5. Click **Save**.

2.5 Removing customers

To remove existing customers:

1. Log in to ClearDesign as **admin@Default**

2. From the Administration control, select **Customers.**

The Customers tab appears.

3. Click to select every customer that you want to remove.

4. Click the **Delete** button.

Chapter 3. Managing roles

This chapter describes ClearDesign roles and the tasks associated with managing roles.

A *role* comprises a group of permissions.

3.1 Default roles

When you create a customer, ClearDesign provides two default roles:

- Administrator
- Election clerk

3.2 Displaying the Roles tab

The Roles tab lists the currently available roles. To display the Roles tab:

1. Log in as the administrator for the jurisdiction.

2. From the Administration Control, select **Roles** (Figure 3-1).
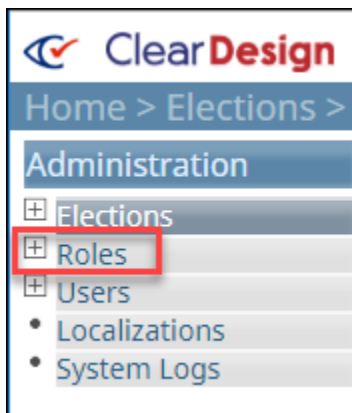
Figure 3-1. Selecting Roles from the Administration Control

The Roles tab appears in the content pane on the right (Figure 3-2).
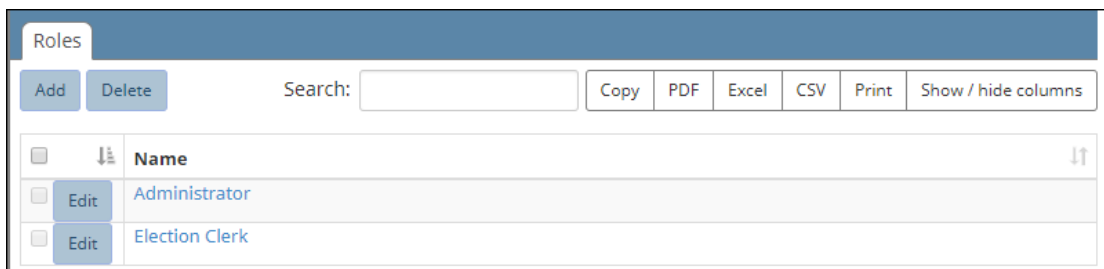
Figure 3-2. Roles tab

3.3 Creating roles

To add a ClearDesign role:

1. Log in to ClearDesign as an administrator for the applicable customer.

2. From the **Administration** control, choose **Roles**.

    The **Roles** tab appears (Figure 3-2 on page 20).

3. Click **Add**.

    The **Role** dialog appears with the **Basic** tab selected.

Figure 3-3. Role dialog, Basic tab

4. Set identifying attributes:

    a. In **Name**, enter the user-defined name.

    b. In **Sort Seq**, enter the sorting index.

5. In the **Password** area, enter the password characteristics of the new role listed in Table 3-1

    The administrator role specifies the password strength for all accounts, including minimum password length, use of capitalized letters, use of numeric characters, and use of non-alphanumeric characters.

Table 3-1. Password requirements

Password characteristic	Description
Minimum password length	Range: 1 to 20.
Number of different types of characters	Range: 1 to 4, corresponding to none, low, medium and high complexity. Character types include: lowercase letters (a-z), uppercase letters (A-Z), digits (0-9), and a set of special characters: `~!@#$%^&*()_-+=[{}]|;:'",<.>/?.
Cannot use previous password count	The number of recent passwords that cannot be reused.
Must change password every (days)	The maximum number of days between password changes.
Failed login account lock count	Number of failed login attempts after which the account is locked.
Failed login lock time (minutes)	The duration of a lock after you exceed the maximum login attempts.

The privileged user who creates an account assigns its initial password.

6. Assign ClearDesign permissions to the new role:

   a. Select the **Permissions** tab.
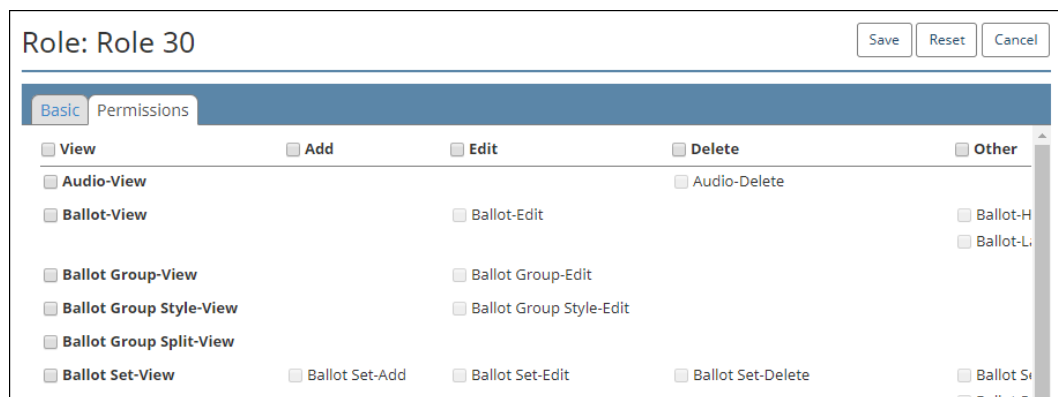
Figure 3-4. Top of Role dialog, Permissions tab (partial screen)

   b. Check or uncheck permissions for the role.

      For a complete list, see Appendix A, "ClearDesign permissions" on page 32.

      View privileges are prerequisites for assigning related privileges.

7. Click **Save**.

   The role is now assignable to users.

3.4 Modifying roles

To modify an existing role:

1. Log in to ClearDesign as the administrator for the applicable customer.

2. From the **Administration** control, choose **Roles**.

   The **Roles** tab appears.

3. Click **Edit** for the targeted role.

   The **Role** dialog appears.

4. (Optional) Modify identifying attributes as required.

5. (Optional) In the **Password** area, modify any password requirements of the role listed in Table 3-1 on page 22.

   Setting any password requirement to 0 removes that requirement.

6. (Optional) Modify permissions as required.

7. Click **Save**.

   Changes affect all users previously assigned the role.

Chapter 4. Managing users

This chapter describes ClearDesign users and the tasks associated with managing users.

A *user* is a person who logs in to ClearDesign and performs tasks for designing ballots. Each ClearDesign customer has a group of users.

4.1 Adding users

To add a user:

1. Log in to ClearDesign as the administrator for the applicable customer.

2. From the **Administration** control, choose **Users**.

   The **Users** tab appears.

3. Click **Add**.

   The **User** dialog appears.

Figure 4-1. User dialog (Add mode)

4. Set identifying attributes:

   a. In **Name** enter the user-defined name.

      User names appear in log entries.

   b. In **Sort Seq**, enter the sorting index.

5. (Optional) In **Password**, enter the password with reference to the rules selected for the customer.

6. (If necessary) In **Confirm Password**, re-enter the password.

   If the system rejects the password because the entries do not match, re-enter the password with **Show Password** checked.

7. In **Role**, select an existing role.

The **Role** field does not appear if only one role is defined for the customer.

8. Click **Save**.

The new user can now log in and perform the tasks permitted for his or her assigned role.

4.2 Modifying users
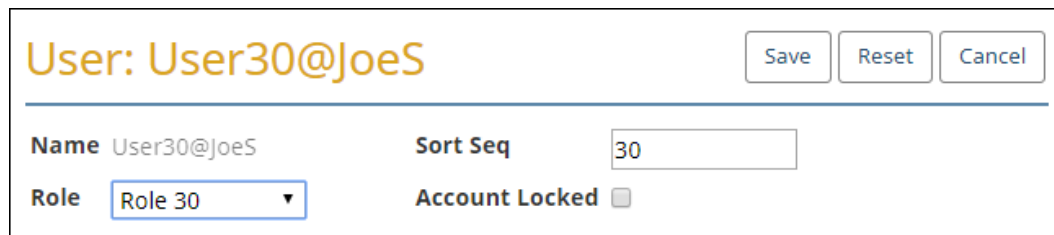
To modify an existing user:

1. Log in to ClearDesign as the administrator for the applicable customer.

2. From the **Administration** control, choose **Users**.

    The **Users** tab appears.

3. Click **Edit** for the targeted user.

    The **User** dialog appears.

Figure 4-2. User dialog (Edit mode)

4. (Optional) Modify the following fields, if desired:

    ◦ **Sort Seq**

    ◦ **Role**

    ◦ **Account locked**

        Selecting **Account Locked** prevents the user from logging in.

5. Click **Save**.

    Unless the user is locked out, he or she can now log in and perform the tasks permitted for the assigned role.

4.3 Changing passwords administratively

To change the password of a user:
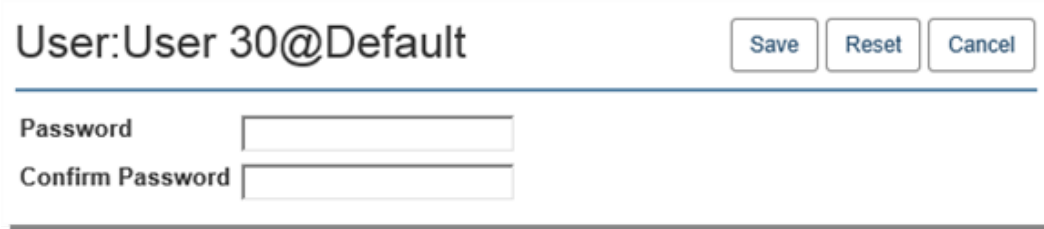
1. Log in to ClearDesign as the administrator for the applicable customer.

2. From the **Administration** control, choose **Users** > *userName*.

    The **Info** tab appears.

    You can also click the user name from the **User** page.

3. Click **Password**.

    The **Password** dialog appears.

Figure 4-3. Password dialog

4. (Optional) In **Password**, enter the password with reference to the rules selected for the customer.

5. (If necessary) In **Confirm Password**, re-enter the password.

    If the system rejects the password because the entries do not match, re-enter the password with **Show Password** checked.

6. Click **Save**. The password is updated.

The procedure in this section is for administrative users. If you are a general user, you can change your password by clicking your user name in the top right corner of the ClearDesign window and selecting **Change password**.

4.4 Deleting users

To delete existing users:

1. Log in to ClearDesign as the administrator for the applicable customer.

2. From the **Administration** control, choose **Users**.

    The Users tab appears.

3. Click to select the checkbox corresponding to each user that you want to delete.

4. Click the **Delete** button.

Chapter 5. System Log

This chapter describes the ClearDesign system log. This log records all nonelection-specific activity. ClearDesign appends a record to the log when the following types of events occur:

- User access
- Administrative exception for elections
- Functional updates
- Changes to the election database

> **Note**: System log records do not contain any voter-specific information or any information about voted ballots.

In addition to the system log, ClearDesign also provides an election log. See "Viewing the log for an individual election" in the *ClearDesign User Guide*.
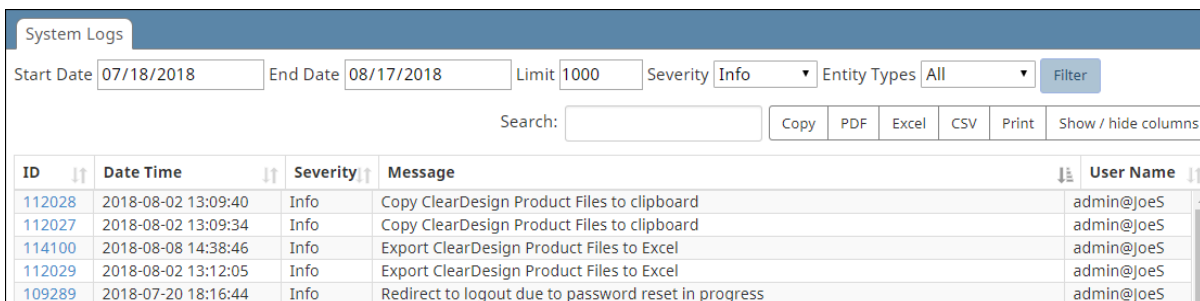
To ensure the integrity of data, the system log is stored in a transactional database.

5.1 Permissions for viewing logs

To access ClearDesign logs, the role assigned to your username must have the Log View permission enabled. The access, back up, and export of the system log is controlled using the same mechanism that controls access to all other operations within the system.

5.2 Viewing the system log

To view the System log, click **System Logs** from the Administration menu in the navigation pane. Figure 5-1 shows the top portion of the System Logs tab. This tab contains a table where each row represents a system-event record.

ID	Date Time	Severity	Message	User Name
112028	2018-08-02 13:09:40	Info	Copy ClearDesign Product Files to clipboard	admin@JoeS
112027	2018-08-02 13:09:34	Info	Copy ClearDesign Product Files to clipboard	admin@JoeS
114100	2018-08-08 14:38:46	Info	Export ClearDesign Product Files to Excel	admin@JoeS
112029	2018-08-02 13:12:05	Info	Export ClearDesign Product Files to Excel	admin@JoeS
109289	2018-07-20 18:16:44	Info	Redirect to logout due to password reset in progress	admin@JoeS

Figure 5-1. System Log (partial view)

5.3   Filtering log records

The tab containing a log has several filter fields for displaying events that meet specified criteria. Table 5-1 describes these filter fields. After you fill in the fields, click the **Filter** button to display the desired results.

Table 5-1. Filters for log events

Filter	Description
Start Date **End Date**	Indicate a date range for retrieving event records. The **Start Date** must be earlier or the same as the **End Date**. When filtering by dates and no entries appear in the results, the date range is too restrictive, and the available log entries fall outside the specified range. To display all potential log entries, enter the following: • **Start Date**: the system installation date or a date preceding the installation date. • **End Date**: the current date
Limit	Specifies the number of records to retrieve. *Example*: If you specify a **Limit** of 200, ClearDesign displays the first 200 records that meet all the filter criteria.
Severity	Enables filtering of election records according to level of severity. The **Severity** drop-down list displays the severity levels in the following hierarchy: 1. Exception 4. Info 2. Error 5. Detail 3. Warning 6. Tracing ClearDesign displays all records of the selected **Severity** level and lower in the hierarchy. *Example*: If you select a **Severity** level of (3) Warning, ClearDesign retrieves records having **Severity** levels of: (3) Warning (2) Error (1) Exception.

Table 5-1. Filters for log events (continued)

Filter	Description
Entity types	A drop-down of the entity types contained in the log. If a given entity type does not appear in the drop-down list, the log for the election does not contain any records for that entity type. The default **Entity Type** selection is All.

5.4   Searching for log records

The Search field enables you to enter a string. ClearDesign retrieves records containing the specified string.

Example: Enter the string **undervote** to retrieve all records containing this string.

5.5   Buttons at the top of a tab containing a log

Table 5-2 describes several buttons that appear at the top of a tab containing a log.

Table 5-2. Buttons at the top of a tab containing a log

Button	Description
Copy	Copies the contents the tab to the Windows Clipboard. You can then paste the content to an application such as Notepad.
PDF	Exports the contents of the tab to a PDF file placed in your browser-specified Downloads folder.
Excel	Exports the contents of the Logs tab to a Excel file placed in your browser-specified Downloads folder.
CSV	Exports the contents of the tab to a Excel file placed in your browser-specified Downloads folder.
Print	Displays the Print dialog for your default printer where you can select settings for printing the contents of the tab.
Show / hide columns	Displays a menu for selecting which columns appear on the tab. The currently selected columns appear highlighted.

Chapter 6. Localizations

This chapter describes ClearDesign localizations and the tasks associated with managing localizations.

6.1   Guidelines applicable to localization

Localization lets you customize text embedded in the ClearDesign user interface. Most labels and messages can be localized. Jurisdictions can replace any localizable text string with their specific terminology or translation.

The following guidelines apply to localization

- Localization does not affect ballots. After adding required languages to an election, all text contained in ballots can be translated into each of the required languages. See "Adding languages and changing language settings" in the *ClearDesign User Guide*.
- Localizations are applied when importing election backups into ClearDesign.
- ClearCount, the Clear Ballot tabulation environment, is unaffected by localization in ClearDesign.

The **Localizations** page contains all modifiable text for the ClearDesign user interface. Localizable items include phrases and individual words. Localization of:

- An individual word—Replaces:
    - Standalone usage of the word
    - Occurrences of the word within nonlocalized phrases
- A word inside a phrase—Takes precedence over standalone usage of the word, even if the individual word is also localized.

When changing an individual word, ensure that all instances of the proposed localization are appropriate for instances of the word that occur within phrases, and that pluralized instances are spelled properly (for example, globally localizing *group* as *party* could result in instances of *partys*.

Words enclosed in ~{ and } (e.g., ~{Precinct}) are replaced with the localization for that word. For example, the localization for Precincts is ~{Precinct}s so if Precinct is localized to Ward, Precincts will be localized to Wards. If this localization is inappropriate, the Precincts localization also must change.

6.2   Modifying localization settings

To modify a localization setting:

1.   Browse to the ClearDesign home page.

2.   From the **Administration** control, choose **Localizations**.

The **Localizations** tab appears in the content pane.

Figure 6-1. Localizations tab (top part of the screen shown)

3.   (Optional) In **Search:**, enter a string and press **Enter**.

Items matching your search entry appear.

4.   Click **Edit** for the item you want to modify.

The **Localization** dialog appears.

Figure 6-2. Localization dialog

5.   In **Localize Name**, enter a user-defined value.

6.   Click **Save**.

7.   (Optional) Verify the changes are applied.

Appendix A. ClearDesign permissions

Permissions that can be assigned to roles include the following.

The names that appear on the **Permissions** tab of the **Roles** dialog can be localized.

Table A-1. ClearDesign permissions

Permission	Affected control
Audio-Delete	Delete button on the Languages > Audio tab
Audio-View	Visibility of the Languages > Audio tab
Ballot-Edit	Edit buttons on the Ballot Sets > Ballots tab
Ballot-HTML Layout	HTMLLayout buttons on the Ballot Sets > Ballots tab
Ballot-Layout	Layout buttons on the Ballot Sets > Ballots tab
Ballot-View	Visibility of the Ballot Sets > Ballots tab (Unchecking disables the Edit, HTMLLayout, and Layout permissions for ballots)
Ballot Group-Edit	Edit buttons on the Ballot Sets > Ballot Groups tab
Ballot Group-View	Visibility of the Ballot Sets > Ballot Groups tab (Unchecking disables the BallotGroup-Edit permission)
Ballot Group Style-Edit	Edit buttons on the Ballot Sets > Ballot Styles tab
Ballot Group Style-View	Visibility of the Ballot Sets > Ballot Styles tab (Unchecking disables the BallotGroupStyle-Edit permission)
Ballot Group Split-View	Visibility of the Ballot Group > Ballot Group Splits tab and the Precincts > Ballot Group Splits tab
Ballot Set-Add	Add button on the Ballot Sets tab
Ballot Set-Delete	Delete button on the Ballot Sets tab
Ballot Set-Edit	Edit buttons on the Ballot Sets tab
Ballot Set-Generate	Generate button on the Ballot Sets tab
Ballot Set-Layout	Layout button on the Ballot Sets tab
Ballot Set-Print	Print button on the Ballot Sets tab
Ballot Set-Reset	Reset button on the Ballot Sets tab
Ballot Set-Sample Ballot	Sample Ballot button on the Ballot Sets tab

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
Ballot Set-View	Visibility of the Ballot Sets tab and subordinate tabs (Unchecking disables permissions for all related buttons and tabs.)
Ballot Style-Edit	Edit buttons on the Ballot Sets > Ballot Styles tab
Ballot Style-Layout	Layout buttons on the Ballot Sets > Ballot Styles tab
Ballot Style-View	Visibility of the Ballot Sets > Ballot Styles tab (Unchecking disables the Edit and Layout permissions for ballot styles.)
Ballot Contest Rotation-View	Visibility of the Ballot > Ballot Contest Rotation tab
Candidate-Add	Add button on the Contests > Candidates tab
Candidate-Delete	Delete button on the Contests > Candidates tab
Candidate-Edit	Edit buttons on the Contests > Candidates tab
Candidate-View	Visibility of the Contests > Candidates tab (Unchecking disables the Add, Delete, and Edit permissions for candidates.)
Candidate Text-View	Visibility of the Ballot Text control in the Candidate dialog
Candidate Type-View	Visibility of the Candidate Type control in the Candidate dialog
Candidate Voter Group-Add	Visibility of the Vote Groups Add button on the Candidate dialog
Candidate Voter Group-Delete	Visibility of the Vote Groups Delete button on the Candidate dialog
Candidate Voter Group-Edit	Ability to change the Voter Group for a Candidate in the Candidate dialog
Candidate Voter Group-View	Visibility of the Party controls in the Candidate dialog
Card-Edit	Edit buttons on the Ballot Sets > Cards tab
Card-Layout	Layout buttons on the Ballot Sets > Cards tab
Card-View	Visibility of the Ballot Sets > Cards tab (Unchecking disables the Edit, HTMLLayout, and Layout permissions for cards.)

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
Card Orientation-View	Visibility of the Card Orientation in the CardTemplate Editor (Allows selections other than portrait)
Card Style-Edit	Edit buttons on the Ballot Sets > Card Styles tab
Card Style-Layout	Layout buttons on the Ballot Sets > Card Styles tab
Card Style-View	Visibility of the Ballot Sets > Card Styles tab (Unchecking disables the Edit and Layout permissions for card styles.)
Card Style Candidate-View	Visibility of Card Style Candidates on the Ballot Sets > Card Styles> Info tab.
Card Style Contest-View	Visibility of Card Style Contests on the Ballot Sets > Card Styles > Info tab.
Card Style Header-View	Visibility of Card Style Headers on the Ballot Sets > Card Styles > Info tab.
Card Template-Add	Add button on the Card Templates tab
Card Template-Delete	Delete button on the Card Templates tab
Card Template-Edit	Edit button on the Card Templates tab
Card Template-View	Visibility of the Card Templates tab (Unchecking disables the Add, Delete, and Edit permissions for card templates.)
Contest-Add	Add button on the Contests tab
Contest-Delete	Delete button on the Contests tab
Contest-Edit	Edit button on the Contests tab
Contest-View	Visibility of the Contests and Candidates tabs (Unchecking disables the Add, Delete, and Edit permissions for contests.)
Contest Entity Style-Edit	Ability to change the entity styles for a contest in the Contest editor
Contest Entity Style-View	Visibility of Entity Styles tab for in the Contest Editor
Contest Footer Pattern-View	Visibility of contest footer pattern in the Header editor
Contest Location-View	Visibility of the contest location in the Header editor (Allows selection of locations other than Current Column)

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
Contest Rotation-View	Visibility of the rotation option in the Contest dialog (Allows selection other than No Rotation)
Contest Text-View	Visibility of the Ballot Text control in the Contest dialog
Contest Type-View	Visibility of the Contest Type control in the Contest dialog (Allows selection of contest types other than Candidate.)
Counter Group-Add	Add button on the Counter Groups tab
Counter Group-Delete	Delete button on the Counter Groups tab
Counter Group-Edit	Edit button on the Counter Groups tab
Counter Group-View	Visibility of the Counter Groups tab (Unchecking disables the Add, Delete, and Edit permissions for counter groups.)
Cross Endorse Type-View	Visibility of the Cross Endorse Type in the Election editor (Allows selection of Cross Endorse Types other than none)
Customer-Add	Add button on the Customers tab
Customer-Delete	Delete button on the Customers tab
Customer-Edit	Edit buttons on the Customers tab
Customer-System Password	System Password button on the tab for the default Customer
Customer-View	Visibility of the Customers tab
Device Class-View	The ability to view "Device Types" under "vote center categories"
Device Message-Edit	Edit buttons on the Languages > DeviceMessages tab
Device Message-Reset	Ability to restore default device messages.
Device Message-View	Visibility of the Languages > DeviceMessages tab (Unchecking disables the Edit permission for device messages.)
Device Type-Edit	Edit button on the DeviceTypes tab
Device Type-View	Visibility of the DeviceTypes tab
District-Add	Add button on the District Categories > Districts tab.

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
District-Delete	Delete button on the District Categories > Districts tab.
District-Edit	Edit buttons on the District Categories > Districts tab.
District-View	Visibility of the District Categories > Districts tab (Unchecking disables the Add, Delete, and Edit permissions for districts.)
District Category-Add	Add button on the District Categories tab.
District Category-Delete	Delete button on the District Categories tab.
District Category-Edit	Edit buttons on the District Categories tab.
District Category-View	Visibility of the District Categories tab (Unchecking disables the Add, Delete, and Edit permissions for district categories.)
Election-Add	Add button on the Elections tab
Election-Backup	Backup button on the Elections > Info tab
Election-Delete	Delete button on the Elections tab
Election-Edit	Edit buttons on the Elections tab or the Elections > Info tab
Election-Export ADF	Export ADF button on the Elections > Info tab
Election-Export BDF	Export BDF button on the Elections > Info tab
Election-Import Data	Import Data button on the Elections > Info tab
Election-Reports	Reports button on the Elections > Info tab
Election-Restore	Restore button on the Elections tab
Election-Upgrade	Upgrade button on the Elections tab
Election-View	Visibility of the Elections tab (Unchecking disables permissions for elections.)
Election State-View	Visibility of the Election State control on the Election dialog
Entity Style-Add	Entity styles Add button on the Layout Styles dialog
Entity Style-Delete	Entity styles Delete button on the Layout Styles dialog

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
Entity Style-Edit	Entity styles parameters on the Layout Style dialog
Entity Style-View	Visibility of entity styles on the Layout Style dialog
Entity Style Language-View	Visibility of the language-specific tab for Entity Styles on the Layout Style dialog
Entity Style Type-View	Visibility of the Entity Style Type in the Layout Style dialog
Font-Add	Visibility of the Fonts > Add button
Font-Delete	Visibility of the Fonts > Delete button
Font-View	Font Name control on the Layout Style dialog
Font Option-View	Font Option control on the Layout Style dialog
Header-Add	Add button on the Headers tab
Header-Delete	Delete button on the Headers tab
Header-Edit	Edit buttons on the Headers tab
Header-View	Visibility of the Headers tab (Unchecking disables the Add, Delete, and Edit permissions for headers.)
Header Entity Style-Edit	Ability to edit the Entity Style in the Header editor
Header Entity Style-View	Visibility of the Entity Style in the Header editor
Header Placement-View	Visibility of the Placement option in the Header editor (Allows selection of placement other than on each card)
Header Text-View	Ballot Text control on the Header tab
Header Type-View	Header Type control on the Header tab
Image-Add	Add button on the Images tab
Image-Delete	Delete button on the Images tab
Image-Edit	Edit button on the Images tab
Image-View	Visibility of the Images tab (Unchecking disables the Add, Delete, and Edit permissions for images.)
Justification-View	Justify control on the Layout Style dialog

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
Language-Add	Add button on the Languages tab
Language-Delete	Delete button on the Languages tab
Language-Edit	Edit button on the Languages tab
Language-Export Audio	Export Audio button on the Languages tab
Language-Export Text	Export Text button on the Languages tab
Language-Import Audio	Import Audio button on the Languages tab
Language-Import Text	Import Text button on the Languages tab
Language-View	Visibility of the Languages tab (Unchecking disables the Add, Delete, and Edit permissions for languages.)
Layout Entity Style-Add	Add (Entity Style) button in the Layout Styles editor
Layout Entity Style-Delete	Delete (Entity Style) button in the Layout Styles editor
Layout Entity Style-Edit	Editable entities in the Layout Styles editor
Layout Entity Style-View	Visibility of the Layout Styles editor (Unchecking disables the Add, Delete, and Edit permissions for layout entity styles.)
Language Position-View	Visibility of the language position option, used for Multi-language Ballots in the Language Styles editor
Layout Style-Add	Add button on the Layout Styles tab
Layout Style-Delete	Delete button on the Layout Styles tab
Layout Style-Edit	Edit button on the Layout styles tab
Layout Style-View	Visibility of the Layout Styles tab (Unchecking disables the Add, Delete, and Edit permissions for layout styles.)
Localization-Edit	Edit button on the Localization tab
Localization-Reset	Ability to restore default system strings and messages.
Localization-View	Visibility of the Localization tab (Unchecking disables Edit and all exporting permissions for localization.)

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
Log-Export Logs	Clear Election Log button on the Logs tab, which downloads an election log backup and then clears the existing logs from the database.
Log-View	Visibility of the election-specific Logs tab
Oval Position-View	Oval Position control on the Card Templates dialog
PDFNaming Convention-View	Visibility of the PDF Naming Convention option on the Ballot Set dialog
Permission-View	Visibility of the Roles> Permissions tab (Unchecking disables Add, Delete, and Edit buttons for permissions.)
Precinct-Add	Add button on the Precincts and Splits tabs
Precinct-Delete	Delete button on the Precincts and Splits tabs
Precinct-Edit	Edit button on the Precincts and Splits tab
Precinct-View	Visibility of the Precincts tab (Unchecking disables the Add, Delete, and Edit permissions for precincts.)
Precinct Type-View	Visibility of the Precinct Type option on the Precinct dialog
Role-Add	Add button on the Roles tab
Role-Delete	Delete button on the Roles tab
Role-Edit	Edit buttons on the Roles and Roles > Info tabs
Role-View	Visibility of the Roles tab (Unchecking disables the Add, Delete, and Edit permissions for roles.)
Split-Add	Add button on the Precincts > Splits tab
Split-Delete	Delete button on the Precincts > Splits tab
Split-Edit	Edit button on the Precincts > Splits tab
Split-View	Visibility of the Precincts > Splits tab (Unchecking disables the Add, Delete, and Edit permissions for splits.)
Split Identifier-View	Visibility of the Split Identifier control in the Ballot Set dialog

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
Straight Party Type-View	The ability to veil the Straight Party Type
System Log-View	Visibility of the System Log tab
User-Add	Add button on the Users tab
User-Delete	Delete button on the Users tab
User-Edit	Edit buttons on the Users tab
User-Generate Password Recovery	Applies to the login dialog only for administrators. This option enables an administrator to download a password recovery file. If an administrator downloads a password recovery file and then mistypes a password, the Password dialog provides a link to a password reset dialog. The password reset dialog enables the administrator to specify the location of the password recovery files and a new password.
User-Password	Password button on the User > Info tab
User-View	Visibility of the Users tab (Unchecking disables the Add, Delete, and Edit permissions for users.)
Vote Center-Add	Add button on the VoteCenter Categories > Vote Centers tab
Vote Center-Delete	Delete button on the VoteCenter Categories > Vote Centers tab
Vote Center-Edit	Edit buttons on the VoteCenter Categories > Vote Centers tab
Vote Center-View	Visibility of the VoteCenter Categories > VoteCenters tab (Unchecking disables the Add, Delete, and Edit permissions for vote centers.)
Vote Center Category-Add	Add button on the VoteCenter Categories tab
Vote Center Category-Delete	Delete button on the VoteCenter Categories tab
Vote Center Category-Edit	Edit buttons on the VoteCenter Categories tab

Table A-1. ClearDesign permissions (continued)

Permission	Affected control
Vote Center Category-View	Visibility of the VoteCenterCategories tab (Unchecking disables the Add, Delete, and Edit permissions for vote center categories and vote centers.)
Vote Center Category Device Type-Add	Visibility of the Device Type Add button in the Vote Center Category editor
Vote Center Category Device Type-Delete	Visibility of the Device Type Delete button in the Vote Center Category editor
Vote Center Category Device Type-Edit	Ability to change the Device Type in the Vote Center Category editor
Vote Center Category Device Type-View	Visibility of the Device Type in the system
Vote Center Device Type-Edit	Permission for editing Vote Center Device Type on the Vote Center Category dialog
Vote Center Device Type-View	Visibility of the type of Vote Center Device Type on the Vote Center Category dialog
Voter Count-Edit	The button to edit Voter Counts under "Precincts"
Voter Count-Export Voter Counts	The button to Export Voter Counts under "Precincts"
Voter Count-Import Voter Counts	The button to Import Voter Counts under "Precincts"
Voter Count-View	The button to view Voter Counts under "Precincts"
Voter Group-Add	The Add button on the Voter Groups tab
Voter Group-Delete	The Delete button on the Voter Groups tab
Voter Group-Edit	The Edit button on the Voter Groups tab
Voter Group-View	Visibility of the Voter Groups tab (Unchecking disables the Add, Delete, and Edit permissions for voter groups.)
Voter Group Position-View	Voter Group Position control on the Layout Style dialog
Voter Group Text-View	Voter Group Text control on the Layout Style dialog
Write In Line Position-View	The visibility of the Write-in Line Position option in the Layout Style dialog
Write In Report Format-View	Permission for setting the Write-in Report Format for use by ClearCast (not yet implemented)

Appendix B. Default localization settings

Table B-1 lists the ClearDesign default localization settings.

Table B-1. Default localization settings

Name	Default value
1	Exception: {0} when {1} {2}: {3}
2	Upgrade system database to version {0}, software version {1}
3	Election needs to be upgraded before it can be accessed.
4	Access url "{0}"
5	User input error: {0}
6	User confirmation: {0}
7	Need a newer version of ClearDesign to access this Election.
8	{0}
64	Set System Password
65	Saving System Password
66	Passwords do not match
67	The system password has been set.
1000	Authentication failed. Re-enter your username and password.
1001	User {0} logged in.
1002	User {0} failed to logged in.
1003	User {0} logged out
1004	Background task with ID {0} logged in as user {1}
1005	Session timed out.
1006	Redirect to /login from {0}
1007	Background task {0} timed out.
1008	User account {0} locked, contact administrator.

Table B-1. Default localization settings (continued)

Name	Default value
1009	Your password has expired. You must create a new password and then re-login.
1010	Your password has not been set. You must create a new password and then re-login.
1011	User account {0} un-locked.
1013	Your ClearDesign digital certificate will expire in {0} days. Please ask your administrator to generate a new certificate. Instructions for generating and installing digital certificates are in the ClearDesign Installation Guide.
1014	Background task request has invalid job_id {0}
1015	Background task request from invalid IP {0}
1100	Entity type {0} not found
1102	Entity {0} ID {1} not found
1110	{0}: {1} added
1111	{0}: {1} updated.
1112	{0}: {1} deleted
1113	You do not have permission to access {0} ID{1}.
1114	Changed fields: {0}
1115	Set fields: {0}
1116	linked to {0} {1}
1117	unlinked from {0} {1}
1120	{0}: {1} added
1121	{0}: {1} updated
1122	{0}: {1} deleted
1123	{0} updated
1500	User prompted; {0} - {1}

Table B-1. Default localization settings (continued)

Name	Default value
2000	~{Election} created
2001	Created ~{Election} test data
2002	~{Election} imported from {0}
2003	~{Election} backed-up
2004	~{Election} restored from {0}
2005	Election State must be at least {0}
2006	Election State must less than {0}
2007	Set Election State to {0}
2100	Printed report {0} format {1}
2453	Loading {0}
2501	Backup ~{Election}
2502	Backup files use a validation code to ensure the contents have not changed
2503	Validation Code
2504	Confirm Validation Code
2505	Processing table {0}
2506	~{Election} backup completed
2507	Confirm code does not match validation code
2508	Show Validation Code
2509	Backing up table {0} row {1}
2511	Restore ~{Election}
2512	Select the file to restore
2513	Enter the validation code for file
2514	Processing table {0}
2515	~{Election} restored from {0}

Table B-1. Default localization settings (continued)

Name	Default value
2516	You must select a file to restore
2517	Invalid or corrupt backup file {0}. Reason: {1}
2518	Hash mismatch table {0}
2519	Incorrect validation code entered
2520	Missing files {0}.
2521	Import Data Files
2522	Select the file to import
2523	Processing: {0}
2524	Processing: {0} line: {1}
2525	~{Election} imported from {0}
2526	You must select a file to restore
2527	Invalid or corrupt import file {0}. Reason: {1}
2528	Required import file {0} is missing
2529	Require import field {0} is missing
2530	Post processing {0} for {1}
2531	Export BDF files
2532	OK to Export BDF Files?
2533	Processing: {0}
2534	Processing: {0} line: {1}
2535	Exported BDF file with encryption set to {0}
2536	Not all ~{Ballots} generated or all ~{Cards} laid out, cannot export BDF
2537	Warning: Some ~{Splits} have no ~{Contests}. There are no ~{Ballots} for those ~{Splits}.
2538	No ~{PaperScanner} ~{DeviceType} defined
2539	No ~{PaperScanner} ~{VoteCenter} defined

Table B-1. Default localization settings (continued)

Name	Default value
2540	Passwords not defined for the ~{PaperScanner} ~{DeviceType}
2541	Upgrade Election Database
2542	OK to upgrade the election database?
2543	Upgrading Election
2545	Upgrade election to version {0} done
2550	Warning: Some ~{Splits} have no ~{Contests}. There are no ~{Ballots} for those ~{Splits}
2551	Export ADF Files
2552	OK to Export ADF Files?
2554	Processing {0}
2555	Exported ADF File
2556	Not all ~{Ballots} generated or all ~{Cards} laid out, cannot export ADF
2557	No ~{AccessibleMarker} ~{DeviceType} defined
2558	No ~{AccessibleMarker} ~{Vote Centers} defined
2559	Passwords not defined for the ~{AccessibleMarker} ~{DeviceType}
2560	File {0}, Line {1}: {2}
2561	File {0}, Line {1}: Cannot find {2} with import ID {3}
2562	File {0}, Line {1}: Invalid value {2} for field {3} should be {4}
2563	File {0}, Line {1}: Invalid value {2} for field {3}, it must not be more than {4}
2564	File {0}, Line {1}: Duplicate record {2}
2565	File {0}: Missing column {1}
2566	Error: ~{Election} import fail with {0} errors: {1}

Table B-1. Default localization settings (continued)

Name	Default value
2567	File {0}, Line {1}: Only has {2} fields need {3}
2568	Warning: ~{Election} import succeeded, but with {0} warnings: {1}
2569	File {0}: missing {2} data for {3}
2570	Import ~{VoterCounts}
2571	Select the ~{VoterCounts} file to import
2572	Processing line: {0}
2573	Imported {0} ~{VoterCount} records
2574	You must select a file to import
2575	~{VoterGroup} {0} not set to track registration
2576	Error: ~{VoterCount} import fail with {0} errors: {1}
2577	Add untracked ~{VoterGroup} totals to the {0} total
2578	File {0}: A PartyID column must be present because there is not exactly one ~{VoterGroup} tracking registrations.
2579	File {0}: This file has the wrong number of columns.
2580	Export ~{VoterCounts}
2581	OK to export ~{VoterCounts}?
2582	Processing line: {0}
2583	Exported {0} ~{VoterCount} records
2584	Clear Election Logs
2585	This action will download a full election log backup to your computer and then clear the existing logs from the database. Do you want to proceed?
2586	Exporting log line: {0}
2587	Cleared {0} election log records

Table B-1. Default localization settings (continued)

Name	Default value
2588	~{Split} {0} contains multiple ~{Districts} in ~{DistrictCategory} {1}. ~{Splits} can only contain one ~{District} per ~{DistrictCategory}.
2589	ID for ~{VoterGroup} "{0}" already used.
2600	No ~{BallotSet} assigned to ~{Consolidated} ~{Precincts}
2601	Generate ~{BallotStyles}
2602	OK to generate the ~{BallotStyles}?
2603	~{BallotSet}- ~{Splits} processed
2604	Generated {0} new ~{BallotStyles} for a total of {1} ~{BallotStyles}
2605	All ~{BallotStyles} already generated.
2606	~{Precincts} must be created before ~{BallotStyles} can be generated.
2607	Warning: Some ~{Splits} have no ~{Contests}. No ~{Ballots} will be generated for them.
2608	Some ~{Contests} are not assigned to any ~ {Split} therefore ~{BallotStyles} cannot be generated.
2609	No ~{BallotSets} defined therefore ~ {BallotStyles} cannot be generated.
2610	~{Contests} must be created before ~{BallotStyles} can be generated.
2611	Reset ~{BallotStyles}
2612	OK to reset ~{BallotStyles}?
2613	Resetting ~{BallotStyles}
2614	Reset {0} ~{BallotStyles}
2615	Reset all ~{Ballots} and ~{Cards}?
2616	Reset all ~{Cards} only?

Name	Default value
2617	Also reset ~{Cards} IDs?
2618	Reset {0} ~{CardStyles}
2619	Reset ~{Card} IDs
2621	Layout ~{CardStyles}
2622	OK to layout ~{CardStyles}?
2623	Initializing ~{CardStyle} layout
2624	Laid out {0} ~{BallotStyles} for a total of {1} ~{CardStyles}
2625	All ~{CardStyles} already laid out.
2626	~{BallotStyles} must be generated before ~{Cards} can be laid out.
2627	Warning: Not all ~{BallotStyles} are generated.
2628	Warning: Some ~{Splits} have no ~{Contests}. No ~{Cards} will be created for them
2631	Print ~{Cards}
2632	OK to print the ~{Cards}?
2633	Printing ~{Cards}
2635	Printed {0} ~{Cards} (by ~{Split})
2635	Printed {0} ~{Cards} (by ~{Split})
2636	Printed {0} ~{Cards} (by ~{Cards})
2637	Printed {0} ~{CardStyles}
2638	~{Cards} must be laid out before printing.
2639	Warning: Not all ~{Cards} are laid out
2640	For each ~{Split}
2641	For each ~{Precinct}
2642	For each ~{Card} - for proofing only

Table B-1. Default localization settings (continued)

Name	Default value
2643	For each ~{CardStyle} - for proofing only
2644	Show Proof Mark
2645	Proof Mark
2646	Include Election Backup
2647	Warning: Some ~{Splits} have no ~{Contests}. No ~{Cards} will be printed for them
2648	Warning: The BDF cannot be created because either the ~{PrintScanner} ~{DeviceType} is not fully configured, or no ~{PaperScanner} ~{VoteCenters} are defined.
2649	Print Stubs
2650	All Languages
2651	Show Serial Number
2660	Importing cards for split {0}
2661	Imported card layouts.
2701	Invalidating ~{BallotGroups} for {0}: {1}
2702	Invalidating ~{BallotStyles} for {0}: {1}
2703	Invalidating ~{CardStyles} for {0}: {1}
2704	Invalidated {0} ~{BallotStyles}
2705	Invalidated {0} ~{CardStyles}
2706	Invalidated {0} ~{DeviceTypes}
2801	Import ~{Language} Text Files
2802	Select the file to import
2803	Processing: {0}
2804	Imported {0} ~{Languages}
2805	You must select a file to restore

Table B-1. Default localization settings (continued)

Name	Default value
2806	Invalid or corrupt import file {0}. Reason: {1}
2807	Required import field {0} is missing
2808	Error: ~{Language} import fail with {0} errors: {1}
2809	Imported text for ~{Language} {0}
2810	Invalidate affected ~{CardStyles}
2811	Export ~{Language} Text Files
2812	OK to export ~{Language} Text Files?
2813	Processing: {0}
2814	Exported ~{Language} Text Files
2815	At least one "Include" must be selected
2820	Reset ~{DeviceMessages}
2821	Warning: This will reset the ~{DeviceMessages} for {0}. OK to reset the ~{DeviceMessages}?
2822	Warning: This will reset the ~{DeviceMessages} for all ~{Languages}. OK to reset the ~{DeviceMessages}?
2823	Processing: {0}
2824	~{DeviceMessages} reset
2825	Warning: ~{ElectionState} set to {0}, importing ~{DeviceMessages} text only
2830	Reset ~{Localization}
2831	Warning: This will reset the all the ~{Localization}. OK to reset the ~{Localization}?
2832	Processing: {0}
2833	~{Localization} reset
2850	Generate Audio
2851	OK to Generate Audio?

Table B-1. Default localization settings (continued)

Name	Default value
2852	Generating audio for: {0} - {1}
2853	Generate Audio done
2861	Import ~{Language} Audio Files
2862	Select the file to import
2863	Processing: {0}
2864	Imported {0} ~{Languages}
2865	You must select a file to restore
2866	Invalid or corrupt import file {0}. Reason: {1}
2867	Require import field {0} is missing
2868	Error: ~{Language} Audio import fail with {0} errors: {1}
2869	Imported Audio for ~{Language} {0}
2870	File {0}, Line {1}: Import Audio missing file {2}
2871	File {0}, Line {1}: Invalid audio file {2}
2881	Export ~{Language} Audio Files
2882	OK to Export ~{Language} Audio Files?
2883	Processing: {0}
2884	Exported ~{Language} Audio Files
2885	At least one "Include" must be selected
2900	Generate Password Recovery File
2901	Select OK to download the password recovery file, which will invalidate any previously generated recovery files. Your password recovery file can be used to reset your password at any time, and it should be stored in a secure offline location.
2902	Password recovery file created.

Name	Default value
2903	Reset your password by supplying your password recovery file below.
2904	This password recovery file is invalid
2905	No password recovery file has been generated for this user
2906	Redirect to logout due to password reset in progress
2907	Forgot your password?
2908	Attempting password recovery with recovery file
3001	Field must not be empty
3002	Field must have at least {0} characters
3003	Field must not be more than {0} characters
3004	Duplicate value {0}
3005	Field must be at least {0}
3006	Field must not be more than {0}
3007	Field must be an integer
3008	Entity is not a {0}
3009	Field invalid value or empty, select a {0}
3010	Passwords do not match
3011	Cannot use ~{Role} {0}, no ~{User} will be able to edit ~{Users}
3012	At least one Role must have {0} permissions
3013	Image file is too large, maximum size is {0} kB
3014	Invalid image file, only JPEG, PNG and BMP allowed.
3015	User name cannot contain @ character

Table B-1. Default localization settings (continued)

Name	Default value
3016	Password must be at least {0} characters long and contain characters from at least {1} groups of characters [a-z], [A-Z], [0-9], [~!@#$%^&*()_-+=]
3017	Password and user name cannot match.
3018	Cannot reuse one of your last {0} passwords
3019	Password length must be more than password complexity.
3020	~{Font} file is too large. Maximum size is {0} kB
3021	~{Font} name may only contain characters a-z A-Z 0-9 - _ or space.
3022	~{Font} code may only contain characters a-z A-Z 0-9 - _ , or space.
3023	Image "{0}" not in election. Use Image Manager to add images.
3024	Invalid password could not decrypt file.
3025	This password must be at least {0} characters long.
3026	Uppercase letters (A-Z) and numbers only
3027	Jurisdiction Name field must not be empty
3028	Name "{0}" must be less than {1} characters.
3029	~{Election Ballot Code} field must not be empty
3101	Invalid date. Format is: yyyy-mm-dd
3102	Date year must be >1900
3103	{0} internal id too large.
3201	No {0} exist, cannot add {1}.
3202	Cyclical reference in localization.
3301	Too many ~{Candidates} endorsed by ~{VoterGroup} {0}

Table B-1. Default localization settings (continued)

Name	Default value
3302	Cannot save selected ~{Contests}, too many ~{Candidates} endorsed by ~{VoterGroup} {0}
3303	Cannot select "{0}", too many ~ {Candidates} endorsed by ~{VoterGroup} {1}
3304	You must select either {0} or {1}.
3305	~{VoterGroup} {0} is already defined for the ~{Contest}
3306	~{CandidateType} {0} cannot be endorsed by partisan ~{VoterGroups}.
3401	~{To Contest} must be defined if ~{From Contest} defined
3402	~{From Contest} must be defined if ~{To Contest} defined
3403	~{To Contest} must have a sequence number greater than the ~{From Contest}
3404	All ~{Contests} must be linked to at least one ~{VoterGroup}
3405	Some ~{Contests} are only endorsed by this ~{VoterGroup}, therefore cannot un-check ~{endorse_contests}
3406	Cannot save. Overlapping voting position side:{0}, row:{1}, column:{2}
3407	Cannot lock your own account.
3408	Invalid ballot macros {0}.
3409	Invalid ballot macros in ~{DeviceMessages}: {0}
3510	Select either Nonpartisan or Partisan ~{VoterGroups}.
3511	No selected ~{VoterGroup} in the {0} ~{Contest}.
3513	~{Primary Preference} ~{Contest} cannot be endorsed by partisan ~{VoterGroups}.

Table B-1. Default localization settings (continued)

Name	Default value
3514	The ~{sort_seq} must be greater than the controlling ~{Contest} "{0}" which controls it ({1}).
3515	The ~{sort_seq} must be less than the ~{sort_seq} of the ~{Contests} controlled by this ~{Contest} ({1}).
4001	Are you sure you want to delete {0} {1}?
4002	Saving {0} will also:
4003	Deleting {0} will also:
4004	This will permanently delete {0} and all related data.
4010	- Delete {0} {1}
4011	Cannot delete default entity
4012	Cannot delete {0} because it is linked to at least one {1}
4013	Cannot delete ~{VoterGroup} since it is linked to ~{Contests} or ~{Candidates}
4014	Cannot delete first ~{Split} of ~{Precinct}
4015	Cannot delete ~{District} that has ~{Contests}
4016	Cannot delete ~{DistrictCategory} that has ~{Districts} with ~{Contests}.
4017	Cannot delete only ~{Consolidated} ~{Precinct} since it is used by at least one ~{BallotSet}
4020	- Invalidate some ~{BallotStyles}
4021	- Invalidate some ~{CardStyles}
4022	- Unlink {0} ~{Contests} from their ~{District}
4023	- Delete ~{VoterGroup} registration counts
4024	- Invalidate some election media

Table B-1. Default localization settings (continued)

Name	Default value
4025	- Delete {0} ~{Write-in} ~{Candidates}
4026	- Add {0} ~{Write-in} ~{Candidates}
4027	- Remove ~{VoterGroup} {0} endorsements from some ~{Contests}
4028	- Require ~{Ballots} to be generated and laid out.
4029	Require ~{Ballots} to be re-printed.
4030	NOTE: The ~{Election Ballot Code} has changed and so the ~{Ballots} must be reprinted and the election media must be re-created.
4101	Warning: Cards already laid out
4102	Warning: BDF/ADF files already created.
4104	Warning: Duplicate field in: {0}
4200	File {0}: ~{Split} {2} has no ~{District}
4201	~{Split} {0} has no ~{Contests}
5001	No ~{Candidate} Filed
5002	Write-In
5003	SUBDIVISION
5004	<p class="sub-header-5">Vote for {0}</p>
5005	Results of a YES vote:
5006	Results of a NO vote:
5007	Amends Constitution
5008	Undetermined
5009	Combined Party Card
5010	Registrants Without a Card
# Cand.	# Cand
Abbreviation	Abbreviation

Table B-1. Default localization settings (continued)

Name	Default value
Above	Above
Accessible Marker	Accessible Marker
Action_name	Action ~{Name}
Add	Add
Add Candidate	~{Add} ~{Candidate}
Add District	~{Add} ~{District}
Add Split	~{Add} ~{Split}
Add VoteCenter	~{Add} ~{VoteCenter}
Additive	Additive
After All Contests	After All ~{Contests}
After All Contests Except Last	After All ~{Contests} Except Last
After Last Contest Only	After Last ~{Contest} Only
All_contests	All ~{Contests}
All_precincts	All ~{Precincts}
Audio	Audio
Audio File	~{Audio} File
Audio Length	~{Audio} Length
Audio Source	~{Audio} Source
Audios	~{Audio}
Auto Generate Write-ins	Auto ~{Generate} ~{Write-in}s
Auto_create_voteCenters	Auto Create ~{VoteCenters}
Back Only	Back Only
Back of All Except Last Card	Back Of All Except Last ~{Card}
Back of Last Card	Back Of Last ~{Card}
Back_number_columns	Back ~{Number} ~{Column}s

Table B-1. Default localization settings (continued)

Name	Default value
Back_orientation	Back Orientation
Background Color	Background ~{Color}
Backup	Backup
Balanced Precinct Rotation	Balanced ~{Precinct Rotation}
Ballot	Ballot
Ballot Count	~{Ballot} Count
Ballot Sequence	~{Ballot} Sequence
Ballot_Contest_Rotation	~{Ballot} ~{Contest} ~{Rotation}
Ballot_Contest_Rotations	~{Ballot_Contest_Rotation}s
Ballot_order	~{Ballot} Order
Ballot_orders	~{Ballot} Orders
Ballot_sequence	~{Ballot} Sequence
Ballot_text	~{Ballot} Text
BallotGroup	~{Ballot} Group
BallotGroup_Split	~{BallotGroup} ~{Split}
BallotGroup_Splits	~{BallotGroup_Split}s
BallotGroups	~{BallotGroup}s
BallotGroups.count	~{BallotGroups} Count
BallotGroupStyle	~{BallotGroup} Style
BallotGroupStyles	~{BallotGroupStyle}s
Ballots	~{Ballot}s
Ballots Created	~{Ballots} Created
Ballots.count	~{Ballots} Count
Ballots_generated	~{Ballots} ~{Generate}d
BallotSet	~{Ballot} Set

Table B-1. Default localization settings (continued)

Name	Default value
BallotSet.name	~{BallotSet} ~{Name}
BallotSets	~{BallotSet}s
BallotStyle	~{Ballot} Style
BallotStyles	~{BallotStyle}s
BallotStyles.count	~{BallotStyles} Count
BallotText	~{Ballot} Text
Base	Base
Basic	Basic
Below	Below
Beside	Beside
Bold	Bold
Bold Italic	~{Bold} ~{Italic}
Bold Italic Underline	~{Bold} ~{Italic Underline}
Bold Underline	~{Bold} ~{Underline}
Border	Border
Bottom	Bottom
Cancel	Cancel
Cancel_timeout	~{Cancel} Timeout
Candidate	Candidate
Candidate_columns	~{Candidate} ~{Column}s
Candidate_height	~{Candidate} ~{Height}
Candidate_left	~{Candidate} ~{Left}
Candidate_top	~{Candidate} ~{Top}
Candidate_VoterGroup	~{Candidate} ~{VoterGroup}
Candidate_VoterGroups	~{Candidate_VoterGroup}s

Name	Default value
Candidate_width	~{Candidate} ~{Width}
CandidateAudio	~{Candidate} ~{Audio}
CandidateAudios	~{CandidateAudio}
Candidates	~{Candidate}s
CandidateText	~{Candidate} Text
CandidateTexts	~{CandidateText}s
CandidateType	~{Candidate} ~{Type}
CandidateTypes	~{CandidateType}s
Cannot reuse previous password count	Cannot Reuse Previous Password Count
Card	Card
Card Count	~{Card} Count
Card Footer	~{Card} Footer
Card Header	~{Card} ~{Header}
Card Stub Bottom	~{Card} Stub ~{Bottom}
Card Stub Top	~{Card} Stub ~{Top}
Card Style First	~{Card} Style First
Card_sequence	~{Card} Sequence
CardOrientation	~{Card} Orientation
CardOrientations	~{CardOrientation}s
Cards	~{Card}s
Cards Created	~{Cards} Created
Cards.count	~{Cards} Count
CardStyle	~{Card} Style
CardStyle_Candidate	~{CardStyle} ~{Candidate}
CardStyle_candidates	~{CardStyle_Candidates}

Table B-1. Default localization settings (continued)

Name	Default value
CardStyle_Candidates	~{CardStyle_Candidate}s
CardStyle_Contest	~{CardStyle} ~{Contest}
CardStyle_contests	~{CardStyle_Contests}
CardStyle_Contests	~{CardStyle_Contest}s
CardStyle_Header	~{CardStyle} ~{Header}
CardStyle_headers	~{CardStyle_Headers}
CardStyle_Headers	~{CardStyle_Header}s
CardStyles	~{CardStyle}s
CardStyles.count	~{CardStyles} Count
CardTemplate	~{Card} Template
CardTemplates	~{CardTemplate}s
Center	Center
Choice Default	Choice ~{Default}
Choice: Candidate	Choice: ~{Candidate}
Choice: Judges initials	Choice: Judges Initials
Choice: Label	Choice: ~{Label}
Choice: Primary Preference	Choice: ~{Primary Preference}
Choice: Question	Choice: ~{Question}
Choice: Recall	Choice: ~{Recall}
Choice: Retention	Choice: ~{Retention}
Choice: Straight Party	Choice: Straight Party
Choice: Write-in	Choice: ~{Write-in}
Clear Election Log	Clear ~{Election} ~{Log}
Code	Code
Color	Color

Table B-1. Default localization settings (continued)

Name	Default value
Column	Column
Combine	Combine
Combine Similar Ballots	~{Combine} Similar ~{Ballots}
Confirm Election Password	Confirm ~{Election Password}
Confirm Pollworker Password	Confirm ~{Pollworker Password}
Confirm Voting Password	Confirm ~{Voting Password}
Confirm_password	Confirm ~{Password}
Consolidated	Consolidated
Contest	Contest
Contest Count	~{Contest} Count
Contest Footer	~{Contest} Footer
Contest Header	~{Contest} ~{Header}
Contest Rotations	~{Contest} ~{Rotation}s
Contest Type	~{Contest} ~{Type}
Contest: Candidate	~{Contest}: ~{Candidate}
Contest: Default	~{Contest}: ~{Default}
Contest: Judges Initials	~{Contest}: ~{Judges Initials}
Contest: Primary Preference	~{Contest}: ~{Primary Preference}
Contest: Question	~{Contest}: ~{Question}
Contest: Recall	~{Contest}: ~{Recall}
Contest: Retention	~{Contest}: ~{Retention}
Contest: Straight Party	~{Contest}: Straight Party
Contest_footer_pattern	~{Contest} Footer Pattern
Contest_rotations	~{Contest} ~{Rotation}s
ContestAudio	~{Contest} ~{Audio}

Table B-1. Default localization settings (continued)

Name	Default value
ContestAudios	~{ContestAudio}
ContestEntityStyle	~{Contest} ~{EntityStyle}
ContestEntityStyles	~{ContestEntityStyle}s
ContestFooterPattern	~{Contest} Footer Pattern
ContestFooterPatterns	~{ContestFooterPattern}s
ContestLayout	~{Contest} ~{Layout}
ContestLayouts	~{ContestLayout}s
ContestLocation	~{Contest} ~{Location}
ContestLocations	~{ContestLocation}s
ContestRotation	~{Contest} ~{Rotation}
ContestRotations	~{ContestRotation}s
Contests	~{Contest}s
Contests.count	~{Contests} Count
ContestText	~{Contest} Text
ContestTexts	~{ContestText}s
ContestType	~{Contest} ~{Type}
ContestTypes	~{ContestType}s
CounterGroup	Counter Group
CounterGroups	~{CounterGroup}s
CounterGroups.count	~{CounterGroups} Count
CrossEndorseType	Cross Endorse ~{Type}
CrossEndorseTypes	~{CrossEndorseType}s
Current Column	Current ~{Column}
Customer	Customer
Customers	~{Customer}s

Table B-1. Default localization settings (continued)

Name	Default value
Date_time	Date Time
Default	Default
Default Style	~{Default} Style
Default_name	~{Default} ~{Name}
Delete	Delete
Detail	Detail
DeviceClass	Device Class
DeviceClasses	~{DeviceClass}es
DeviceMessage	Device ~{Message}
DeviceMessageAudio	~{DeviceMessage} ~{Audio}
DeviceMessageAudios	~{DeviceMessageAudio}
DeviceMessages	~{DeviceMessage}s
Devices	Devices
DeviceType	Device ~{Type}
DeviceTypes	~{DeviceType}s
DeviceTypes.count	~{DeviceTypes} Count
District	District
District Rotation	~{District} ~{Rotation}
DistrictCategories	~{District} Categories
DistrictCategory	~{District} Category
Districts	~{District}s
Districts.count	~{Districts} Count
Each Card	Each ~{Card}
Each Column	Each ~{Column}
Each Column Back Only	~{Each Column} ~{Back Only}

Table B-1. Default localization settings (continued)

Name	Default value
Each Column Front Only	~{Each Column} ~{Front Only}
Each Side	Each ~{Side}
Edit	Edit
Election	Election
Election Created	~{Election} Created
Election Key ID	~{Election} Key ~{ID}
Election Password	~{Election} ~{Password}
ElectionDate	~{Election} Date
Elections	~{Election}s
ElectionState	~{Election} State
ElectionStates	~{ElectionState}s
Election_ballot_code	~{Election} ~{Ballot} ~{Code}
Encrypt BDF on Export	Encrypt BDF on Export
Encryption Key ID	Encryption Key ~{ID}
Endorse_contests	Endorse ~{Contests}
Entity	Entity
Entity ID	~{Entity} ~{ID}
Entity Type	~{Entity} ~{Type}
Entity_type	~{Entity} ~{Type}
EntityStyle	~{Entity} Style
EntityStyleLanguage	~{EntityStyle} ~{Language}
EntityStyleLanguages	~{EntityStyleLanguage}s
EntityStyles	~{EntityStyle}s
EntityStyleType	~{EntityStyle} ~{Type}
EntityStyleTypes	~{EntityStyleType}s

Table B-1. Default localization settings (continued)

Name	Default value
Exclusive	Exclusive
Exclusive One Touch	~{Exclusive} One Touch
Export ID	Export ~{ID}
Export Voter Counts	Export ~{Voter Count}s
ExportADF	Export ADF
ExportAudio	Export ~{Audio}
ExportBDF	Export BDF
ExportText	Export Text
Failed login account lock count	Failed Login Account Lock Count
Failed login lock time (minutes)	Failed Login Lock Time (minutes)
Filled Ovals Only	Filled Ovals Only
Float	Float
Font	Font
Font Family	~{Font} Family
Font file	~{Font} file
Font Name	~{Font} ~{Name}
FontOption	~{Font} ~{Option}
FontOptions	~{FontOption}s
Fonts	~{Font}s
From Contest	From ~{Contest}
From_contest	From ~{Contest}
Front of First Card Only	Front of First ~{Card} Only
Front Only	Front Only
Front With Contests on Back	Front With ~{Contests} On Back
Front of All Except First Card	Front Of All Except First ~{Card}

Table B-1. Default localization settings (continued)

Name	Default value
Front_number_columns	Front ~{Number} ~{Column}s
Front_orientation	Front Orientation
Generate	Generate
Generate Password Recovery	~{Generate} ~{Password} Recovery
Grouped Precinct Rotation	Grouped ~{Precinct Rotation}
Header	Header
Header: Card Footer	~{Header}: ~{Card Footer}
Header: Card Header	Header: ~{Card Header}
Header: Card Stub Bottom	~{Header}: ~{Card Stub Bottom}
Header: Card Stub Top	~{Header}: ~{Card Stub Top}
Header: Contest Footer	~{Header}: ~{Contest Footer}
Header: Contest Header	Header: ~{Contest Header}
Header: Default	~{Header}: ~{Default}
HeaderAudio	~{Header} ~{Audio}
HeaderAudios	~{HeaderAudio}
HeaderEntityStyle	~{Header} ~{EntityStyle}
HeaderEntityStyles	~{HeaderEntityStyle}s
HeaderPlacement	~{Header} ~{Placement}
HeaderPlacements	~{HeaderPlacement}s
Headers	~{Header}s
HeaderText	~{Header} Text
HeaderTexts	~{HeaderText}s
HeaderType	~{Header} ~{Type}
HeaderTypes	~{HeaderType}s
Height	Height

Table B-1. Default localization settings (continued)

Name	Default value
Horizontal Grid	Horizontal Grid
HTMLLayout	HTML ~{Layout}
ID	ID
IDs	~{ID}s
Image	Image
Images	~{Image}s
Import ID	Import ~{ID}
Import Voter Counts	Import ~{Voter Count}s
Import_file	Import File
ImportAudio	Import ~{Audio}
ImportData	Import Data
ImportText	Import Text
Inactivity_timeout	Inactivity Timeout
Include Unfilled Ovals with Text	Include Unfilled Ovals With Text
Inherit	Inherit
IP Address	IP Address
Iso_code	Iso ~{Code}
Italic	Italic
Italic Underline	~{Italic} ~{Underline}
Judge Initials	Judge Initials
Judges Initials	Judges Initials
Jurisdiction_name	Jurisdiction ~{Name}
Justification	Justification
Justifications	~{Justification}s
Justify	Justify

Table B-1. Default localization settings (continued)

Name	Default value
Label	Label
Landscape	Landscape
Lang_position	Lang ~{Position}
Lang_separator	Lang ~{Separator}
Language	Language
Last Side	Last ~{Side}
LanguagePosition	~{Language} ~{Position}
LanguagePositions	~{LanguagePosition}s
Languages	~{Language}s
Last_edit_by	Last ~{Edit} By
Last_edit_time	Last ~{Edit} Time
Layout	Layout
LayoutEntityStyle	~{Layout} ~{EntityStyle}
LayoutEntityStyles	~{LayoutEntityStyle}s
LayoutStyle	~{Layout} Style
LayoutStyles	~{LayoutStyle}s
Left	Left
Letter_spacing	Letter Spacing
Line_spacing	Line Spacing
Localization	Localization
Localizations	~{Localization}s
Localize_name	Localize ~{Name}
Location	Location
Log	Log
Logs	~{Log}s

Table B-1. Default localization settings (continued)

Name	Default value
Margin	Margin
Media Created	Media Created
Media_copy	Media Copy
Media_date	Media Date
Media_hash	Media Hash
Media_version	Media ~{Version}
Merge	Merge
Message	Message
Message ID	~{Message} ~{ID}
Minimum password length	Minimum Password Length
Multi-language Ballot	Multi-language ~{Ballot}
Multi_language	Multi ~{Language}
Must change password every (days)	Must Change Password Every (days)
name	~{Name}
Name	Name
Next Card	Next ~{Card}
Next Column	Next ~{Column}
Next Side	Next ~{Side}
No Rotation	No ~{Rotation}
None	None
Normal	Normal
Num_columns	Num ~{Column}s
Number	Number
Number of Devices	~{Number} Of ~{Devices}
Number of different types of characters	~{Number} of Different Types Of Characters

Table B-1. Default localization settings (continued)

Name	Default value
Official's Name	Official's ~{Name}
Official's Title	Official's Title
Offset_x	Offset X
Offset_y	Offset Y
On Ballot for each VoterGroup	On ~{Ballot} for each ~{VoterGroup}
On Ballot Once	On ~{Ballot} Once
Option	Option
Oval_position	Oval ~{Position}
OvalPosition	Oval ~{Position}
OvalPositions	~{OvalPosition}s
Override	Override
Padding	Padding
PaperScanner	Paper Scanner
Parent	Parent
Password	Password
PDF Naming Convention	PDF Naming Convention
PDFNamingConvention	PDFNamingConvention
PDFNamingConventions	~{PDFNamingConvention}s
Permission	Permission
Permissions	~{Permission}s
Placement	Placement
Pollworker Password	Pollworker ~{Password}
Portrait	Portrait
Position	Position
PPty. Children	PPty Children

Table B-1. Default localization settings (continued)

Name	Default value
Precinct	Precinct
Precinct First	~{Precinct} First
Precinct Reporting Threshold	~{Precinct} Reporting Threshold
Precinct Rotation	~{Precinct} ~{Rotation}
Precinct Sort_seq	~{Precinct} Sort Seq
Precincts	~{Precinct}s
Precincts.count	~{Precincts} Count
PrecinctType	~{Precinct} ~{Type}
PrecinctTypes	~{PrecinctType}s
Pref. Contest	Pref ~{Contest}
Primary Party Controlled Contests	Primary Party Controlled ~{Contests}
Primary Preference	Primary Preference
Print	Print
Print_ovals_only	~{Print} Ovals Only
Print_override	~{Print} ~{Override}
Print_result_count	~{Print} Result Count
Print_zero_count	~{Print} Zero Count
Question	Question
Recall	Recall
Recall Contest	~{Recall} ~{Contest}
Recalled Contests	~{Recall}ed ~{Contests}
Registration	Registration
Registration_count	~{Registration} Count
Related	Related
Reports	Reports

Table B-1. Default localization settings (continued)

Name	Default value
Reset	Reset
Reset Encryption Key	~{Reset} Encryption Key
Reset_election_key	~{Reset} ~{Election} Key
Restore	Restore
Retention	Retention
Right	Right
Role	Role
Roles	~{Role}s
Rotation	Rotation
Rotation_districtCategory	~{Rotation} ~{DistrictCategory}
Rotation_group	~{Rotation} Group
Rows per Candidate	Rows per ~{Candidate}
Sample Contest Continued	Sample ~{Contest} Continued
Sample Cover	Sample Cover
Sample Eligible	Sample Eligible
Sample End	Sample End
Sample Filler	Sample Filler
Sample Header Continued	Sample ~{Header} Continued
Sample Next Column	Sample ~{Next Column}
Sample Next Page	Sample Next Page
SampleBallot	Sample ~{Ballot}
Save	Save
Separate VoterGroup Ballots	Separate ~{VoterGroup} ~{Ballots}
Separate_ballots	Separate ~{Ballots}
Separator	Separator

Table B-1. Default localization settings (continued)

Name	Default value
Sets Precincts Reporting	Sets ~{Precincts} Reporting
Severity	Severity
Short_name	Short ~{Name}
Show Password	Show ~{Password}
Show Passwords	~{Show Password}s
Side	Side
Single	Single
Size	Size
Size (Bytes)	~{Size} (Bytes)
Sort_seq	Sort Seq
Sound_on	Sound On
Source image	Source image
Split	Split
Split By Districts	~{Split} By ~{Districts}
Split Count	~{Split} Count
Split_identifier	~{Split} Identifier
SplitIdentifier	~{Split} Identifier
SplitIdentifiers	~{SplitIdentifier}s
Splits	~{Split}s
Splits.count	~{Splits} Count
Stack	Stack
Standard	Standard
Start_column	Start ~{Column}
Straight Party Children	Straight Party Children
Straight Party Contest	Straight Party ~{Contest}

Table B-1. Default localization settings (continued)

Name	Default value
Straight Party Controlled Contests	Straight Party Controlled ~{Contests}
Straight VoterGroup	Straight ~{VoterGroup}
StraightPartyType	Straight Party ~{Type}
StraightPartyTypes	~{StraightPartyType}s
Subheader 1	Subheader 1
Subheader 2	Subheader 2
Subheader 3	Subheader 3
Subheader 4	Subheader 4
Subheader 5	Subheader 5
Subheader 6	Subheader 6
Subheader 7	Subheader 7
SystemLog	System ~{Log}
SystemLogs	~{SystemLog}s
SystemModel	System Model
SystemModels	~{SystemModel}s
SystemPassword	System ~{Password}
Text Color	Text ~{Color}
Text_bk_color	Text Bk ~{Color}
Text_color	Text ~{Color}
Text_height	Text ~{Height}
Text_left	Text ~{Left}
Text_top	Text ~{Top}
Text_width	Text ~{Width}
To Contest	To ~{Contest}
To_contest	To ~{Contest}

Table B-1. Default localization settings (continued)

Name	Default value
Top	Top
Track_registration	Track ~{Registration}
Type	Type
Type of characters are [a-z],[A-Z],[0-9], [!@#$%...]	~{Type} of Characters Are [a-z],[A- Z],[0-9],[!@#$%]
Unassigned Splits	Unassigned ~{Splits}
Unassigned_splits	Unassigned ~{Splits}
Unassigned_splits.count	Unassigned ~{Splits} Count
Underline	Underline
Upgrade	Upgrade
User	User
User ID	~{User} ~{ID}
User_name	~{User} ~{Name}
Users	~{User}s
Version	Version
Vertical Grid	Vertical Grid
Vote_for	Vote For
Vote_mark_height	Vote Mark ~{Height}
Vote_mark_left	Vote Mark ~{Left}
Vote_mark_top	Vote Mark ~{Top}
Vote_mark_width	Vote Mark ~{Width}
VoteCenter	Vote ~{Center}
VoteCenter_DeviceType	~{VoteCenter} ~{DeviceType}
VoteCenter_DeviceTypes	~{VoteCenter_DeviceType}s
VoteCenterCategories	~{VoteCenter} Categories

Table B-1. Default localization settings (continued)

Name	Default value
VoteCenterCategory	~{VoteCenter} Category
VoteCenterCategory_DeviceType	~{VoteCenterCategory} ~{DeviceType}
VoteCenterCategory_DeviceTypes	~{VoteCenterCategory_DeviceType}s
VoteCenters	~{VoteCenter}s
VoteCenters.count	~{VoteCenters} Count
Voter Count	Voter Count
Voter Count Precinct Rotation	~{Voter Count} ~{Precinct Rotation}
VoterCount	Voter Count
VoterCounts	~{VoterCount}s
VoterGroup	Voter Group
VoterGroup_position	~{VoterGroup} ~{Position}
VoterGroup_width	~{VoterGroup} ~{Width}
VoterGroupAudio	~{VoterGroup} ~{Audio}
VoterGroupAudios	~{VoterGroupAudio}
VoterGroupPosition	~{VoterGroup} ~{Position}
VoterGroupPositions	~{VoterGroupPosition}s
VoterGroups	~{VoterGroup}s
VoterGroupText	~{VoterGroup} Text
VoterGroupTexts	~{VoterGroupText}s
Voting Password	Voting ~{Password}
Warn Blank Card	Warn Blank ~{Card}
Warn Blank Vote	Warn Blank Vote
Warn Overvote	Warn Overvote
Warn Primary Preference Overvote	Warn ~{Primary Preference} Overvote
Warn Straight VoterGroup Change	Warn ~{Straight Voter Group} Change

Table B-1. Default localization settings (continued)

Name	Default value
Warn Straight VoterGroup Overvote	Warn ~{Straight Voter Group} Overvote
Warn Undervote	Warn Undervote
Warn_blankcard	Warn Blankcard
Warn_blankvote	Warn Blankvote
Warn_crossover	Warn Crossover
Warn_overvote	Warn Overvote
Warn_partyover	Warn Partyover
Warn_prefover	Warn Prefover
Warn_straight_party	Warn Straight Party
Warn_undervote	Warn Undervote
Width	Width
Write-in	Write-in
Write-in Line Position	~{Write-in} Line ~{Position}
WriteInLine_position	Write In Line ~{Position}
WriteInLinePosition	Write In Line ~{Position}
WriteInLinePositions	~{WriteInLinePosition}s
WriteInReportFormat	Write In Report Format
WriteInReportFormats	~{WriteInReportFormat}s

Appendix C. Updating Microsoft Defender

For instructions on how to update Microsoft Defender (also called Windows Defender) on DesignStations, see the ClearDesign *Installation Guide*.

Appendix D. Error messages

This appendix lists error and informational messages grouped according to category.

In each message, ClearDesign replaces the values enclosed in braces { } with values that are specific to the message instance.

Audio, generate

GENERATE_AUDIO_TITLE = Message(2850, Severity.INFO, 'Generate Audio')

GENERATE_AUDIO_PROMPT = Message(2851, Severity.INFO, 'OK to Generate Audio')

GENERATE_AUDIO_PROCESS = Message(2852, Severity.INFO, 'Generating audio for: {0} - {1}')

GENERATE_AUDIO_DONE = Message(2853, Severity.INFO, 'Generate Audio done')

ADF and ADFx export messages

EXPORT_ADF_TITLE = Message(2551, Severity.INFO, 'Export ADF Files')

EXPORT_ADF_PROMPT = Message(2552, Severity.INFO, 'OK to Export ADF Files?')

EXPORT_ADF_LOADING = Message(2453, Severity.TRACING, 'Loading {0}')

EXPORT_ADF_PROCESS = Message(2554, Severity.TRACING, 'Processing {0}')

EXPORT_ADF_DONE = Message(2555, Severity.INFO, 'Exported ADF File')

EXPORT_ADF_CARDS_NOT_LAID_OUT = Message(2556, Severity.ERROR, 'Not all ~{Ballots} generated or all ~{Cards} laid out, cannot export ADF')

EXPORT_ADF_NO_DEVICE_TYPE = Message(2557, Severity.ERROR, 'No ~{AccessibleMarker} ~{DeviceType} defined')

EXPORT_ADF_NO_VOTECENTERS = Message(2558, Severity.ERROR, 'No ~{AccessibleMarker} ~{VoteCenters} defined')

EXPORT_ADF_NO_PASSWORDS = Message(2559, Severity.ERROR, 'Passwords not defined for the ~{AccessibleMarker} ~{DeviceType}')

EXPORT_ADF_EMPTY_SPLITS = Message(2550, Severity.WARNING, 'Warning: Some ~{Splits} have no ~{Contests}. There are no ~{Ballots} for those ~{Splits}')

BDF export messages

EXPORT_BDF_TITLE = Message(2531, Severity.INFO, 'Export BDF Files')

EXPORT_BDF_PROMPT = Message(2532, Severity.INFO, 'OK to Export BDF Files?')

EXPORT_BDF_PROCESS_FILE = Message(2533, Severity.TRACING, 'Processing: {0}')

EXPORT_BDF_PROCESS_LINE = Message(2534, Severity.TRACING, 'Processing: {0} line: {1}')

EXPORT_BDF_DONE = Message(2535, Severity.INFO, 'Exported BDF file with encryption set to {0}')

EXPORT_BDF_CARDS_NOT_LAID_OUT = Message(2536, Severity.ERROR, 'Not all ~{Ballots} generated or all ~{Cards} laid out, cannot export BDF')

EXPORT_BDF_EMPTY_SPLITS = Message(2537, Severity.WARNING, 'Warning: Some ~{Splits} have no ~{Contests}. There are no ~{Ballots} for those ~{Splits}')

EXPORT_BDF_NO_DEVICE_TYPE = Message(2538, Severity.ERROR, 'No ~{PaperScanner} ~{DeviceType} defined')

EXPORT_BDF_NO_VOTECENTERS = Message(2539, Severity.ERROR, 'No ~{PaperScanner} ~{VoteCenters} defined')

EXPORT_BDF_NO_PASSWORDS = Message(2540, Severity.ERROR, 'Passwords not defined for the ~{PaperScanner} ~{DeviceType}')

EXPORT_BDF_DUPLICATE_DISTRICTS = Message(2588, Severity.ERROR, '~{Split} {0} contains multiple ~{Districts} in ~{DistrictCategory} {1}. ~{Splits} can only contain one ~{District} per ~{DistrictCategory}.')

EXPORT_BDF_RESERVED_VOTERGROUP = Message(2589, Severity.ERROR, 'ID for ~{VoterGroup} "{0}" already used.')

BDF import messages

IMPORT_BDF_TITLE = Message(2521, Severity.INFO, 'Import Data Files')

IMPORT_BDF_PROMPT = Message(2522, Severity.INFO, 'Select the file to import')

IMPORT_BDF_PROCESS_FILE = Message(2523, Severity.TRACING, 'Processing: {0}')

IMPORT_BDF_PROCESS_LINE = Message(2524, Severity.TRACING, 'Processing: {0} line: {1}')

IMPORT_BDF_DONE = Message(2525, Severity.INFO, '~{Election} imported from {0}')

IMPORT_BDF_NO_FILE_SELECTED = Message(2526, Severity.ERROR, 'You must select a file to restore')

IMPORT_BDF_INVALID_FILE = Message(2527, Severity.ERROR, 'Invalid or corrupt import file {0}.\nReason: {1}')

IMPORT_BDF_MISSING_FILE = Message(2528, Severity.ERROR, 'Required import file {0} is missing')

IMPORT_BDF_MISSING_FIELD = Message(2529, Severity.ERROR, 'Require import field {0} is missing')

IMPORT_BDF_POST_PROCESS = Message(2530, Severity.TRACING, 'Post processing {0} for {1}')

Ballot styles, generate

GENERATE_BALLOT_STYLES_TITLE = Message(2601, Severity.INFO, 'Generate ~{BallotStyles}')

GENERATE_BALLOT_STYLES_PROMPT = Message(2602, Severity.INFO, 'OK to generate the ~{BallotStyles}?')

GENERATE_BALLOT_STYLES_START = Message(2603, Severity.TRACING, '~{BallotSet}-~{Splits} processed')

GENERATE_BALLOT_STYLES_DONE = Message(2604, Severity.INFO, 'Generated {0} new ~{BallotStyles} for a total of {1} ~{BallotStyles}')

GENERATE_BALLOT_STYLES_ALLDONE = Message(2605, Severity.INFO, 'All ~{BallotStyles} already generated.')

GENERATE_BALLOT_STYLES_NOSPLITS = Message(2606, Severity.ERROR, '~{Precincts} must be created before ~{BallotStyles} can be generated.')

GENERATE_BALLOT_STYLES_EMPTYSPLITS = Message(2607, Severity.WARNING, 'Warning: Some ~{Splits} have no ~{Contests}. No ~{Ballots} will be generated for them.')

GENERATE_BALLOT_STYLES_MISSEDCONTESTS = Message(2608, Severity.ERROR, 'Some ~{Contests} are not assigned to any ~{Split} therefore ~{BallotStyles} can not be generated.')

GENERATE_BALLOT_STYLES_NOBALLOTSETS = Message(2609, Severity.ERROR, 'No ~{BallotSets} defined therefore ~{BallotStyles} can not be generated.')

GENERATE_BALLOT_STYLES_CONTESTS = Message(2610, Severity.ERROR, '~{Contests} must be created before ~{BallotStyles} can be generated.')

GENERATE_BALLOT_STYLES_CONS_NOBALLOTSET = Message(2600, Severity.ERROR, 'No ~{BallotSet} assigned to ~{Consolidated} ~{Precincts}')

REQUIRE_BALLOT_GENERATION = Message(4028, Severity.WARNING, '- Require ~{Ballots} to be generated and laid out.')

REQUIRE_BALLOT_REPRINTED = Message(4029, Severity.WARNING, '-Require ~{Ballots} to be re-printed.')

ELECTION_BALLOT_CODE_CHANGE = Message(4030, Severity.WARNING, 'NOTE: The ~{Election Ballot Code} has changed and so the ~{Ballots} must be reprinted and the election media must be re-created.')

Clear Election Logs

CLEAR_LOG_TITLE = Message(2584, Severity.INFO, 'Clear Election Logs')

CLEAR_LOG_PROMPT = Message(2585, Severity.INFO, "This action will download a full election log backup to your computer and then clear the existing logs from the database. Do you want to proceed?")

CLEAR_LOG_PROCESS_LINE = Message(2586, Severity.TRACING, 'Exporting log line: {0}')

CLEAR_LOG_DONE = Message(2587, Severity.INFO, 'Cleared {0} election log records')

Delete messages

DELETE_CONFIRMATION = Message(4001, Severity. WARNING, 'Are you sure you want to delete {0} {1}?')

SAVE_WILL_ALS0 = Message(4002, Severity.WARNING, 'Saving {0} will also:')

DELETE_WILL_ALSO = Message(4003, Severity.WARNING, 'Deleting {0} will also:')

PERMANENTLY_DELETE = Message(4004, Severity.WARNING, 'This will permanently delete {0} and all related data.')

RELATED_DELETE = Message(4010, Severity.INFO, '- Delete {0} {1}')

CANNOT_DELETE_DEFAULT = Message(4011, Severity.ERROR, 'Cannot delete default entity')

CANNOT_DELETE_INUSE = Message(4012, Severity.ERROR, 'Cannot delete {0} since it is linked to at least one {1}')

CANNOT_DELETE_VOTERGROUP = Message(4013, Severity.ERROR, 'Cannot delete ~{VoterGroup} since it is linked to ~{Contests} or ~{Candidates}')

CANNOT_DELETE_SPLIT = Message(4014, Severity.ERROR, 'Cannot delete first ~{Split} of ~{Precinct}')

CANNOT_DELETE_DISTRICT = Message(4015, Severity.ERROR, 'Cannot delete ~{District} that has ~{Contests}')

CANNOT_DELETE_DISTRICT_CATEGORY = Message(4016, Severity.ERROR, 'Cannot delete ~{DistrictCategory} that has ~{Districts} with ~{Contests}')

CANNOT_DELETE_CONS_PRECINCT = Message(4017, Severity.ERROR, 'Cannot delete only ~ {Consolidated} ~{Precinct} since it is used by at least one ~{BallotSet}')

DELETE_REGISTRATION_COUNTS = Message(4023, Severity.WARNING, '- Delete ~{VoterGroup} registration counts')

Entity messages

ENTITY_TYPE_NOT_FOUND = Message(1100, Severity.ERROR, 'Entity type {0} not found')

ENTITY_NOT_FOUND = Message(1102, Severity.ERROR, 'Entity {0} ID {1} not found')

ENTITY_ADDED = Message(1110, Severity.INFO, '{0}: {1} added')

ENTITY_UPDATED = Message(1111, Severity.INFO, '{0}: {1} updated')

ENTITY_DELETED = Message(1112, Severity.INFO, '{0}: {1} deleted')

ENTITY_NO_ACCESS = Message(1113, Severity.ERROR, 'You do not have permission to access {0} ID {1}.')

ENTITY_CHANGED_FIELD = Message(1114, Severity.DETAIL, 'Changed fields: {0}')

ENTITY_SET_FIELD = Message(1115, Severity.DETAIL, 'Set fields: {0}')

ENTITY_LINKED_FIELD = Message(1116, Severity.DETAIL, 'linked to {0} {1}')

ENTITY_UNLINKED_FIELD = Message(1117, Severity.DETAIL, 'unlinked from {0} {1}')

ENTITY_TRACE_ADDED = Message(1120, Severity.DETAIL, '{0}: {1} added')

ENTITY_TRACE_UPDATED = Message(1121, Severity.DETAIL, '{0}: {1} updated')

ENTITY_TRACE_DELETED = Message(1122, Severity.DETAIL, '{0}: {1} deleted')

ENTITY_LINK_UPDATED = Message(1123, Severity.DETAIL, '{0} updated')

Election backup messages

BACKUP_ELECTION_TITLE = Message(2501, Severity.INFO, 'Backup ~{Election}')

BACKUP_ELECTION_PROMPT = Message(2502, Severity.INFO, 'Backup files use a validation code to ensure the contents have not changed')

BACKUP_ELECTION_CODE1 = Message(2503, Severity.INFO, 'Validation Code')

BACKUP_ELECTION_CODE2 = Message(2504, Severity.INFO, 'Confirm Validation Code')

BACKUP_ELECTION_START = Message(2505, Severity.INFO, 'Processing table {0}')

BACKUP_ELECTION_DONE = Message(2506, Severity.INFO, '~{Election} backup completed')

BACKUP_ELECTION_CODE_MISMATCH = Message(2507, Severity.ERROR, 'Confirm code does not match validation code')

BACKUP_ELECTION_SHOW_CODE = Message(2508, Severity.INFO, 'Show Validation Code')

BACKUP_ELECTION_PROGRESS = Message(2509, Severity.INFO, 'Backing up table {0} row {1}')

Election event messages

ELECTION_CREATED = Message(2000, Severity.INFO, '~{Election} created')

ELECTION_CREATE_TEST_DATA = Message(2001, Severity.INFO, 'Created ~{Election} test data')

ELECTION_IMPORTED = Message(2002, Severity.INFO, '~{Election} imported from {0}')

ELECTION_BACKED_UP = Message(2003, Severity.INFO, '~{Election} backed-up')

ELECTION_RESTORED = Message(2004, Severity.INFO, '~{Election} restored from {0}')

ELECTION_MIN_STATE = Message(2005, Severity.INFO, 'Election State must be at least {0}')

ELECTION_MAX_STATE = Message(2006, Severity.INFO, 'Election State must less than {0}')

ELECTION_SET_STATE = Message(2007, Severity.INFO, 'Set Election State to {0}')

Restore election messages

RESTORE_ELECTION_TITLE = Message(2511, Severity.INFO, 'Restore ~{Election}')

RESTORE_ELECTION_PROMPT_FILENAME = Message(2512, Severity.INFO, 'Select the file to restore')

RESTORE_ELECTION_PROMPT_PASSWORD = Message(2513, Severity.INFO, 'Enter the validation code for file')

RESTORE_ELECTION_START = Message(2514, Severity.TRACING, 'Processing table {0}')

RESTORE_ELECTION_DONE = Message(2515, Severity.INFO, '~{Election} restored from {0}')

RESTORE_ELECTION_NO_FILE_SELECTED = Message(2516, Severity.ERROR, 'You must select a file to restore')

RESTORE_ELECTION_INVALID_FILE = Message(2517, Severity.ERROR, 'Invalid or corrupt backup file {0}.\nReason: {1}')

RESTORE_ELECTION_HASH_MISMATCH = Message(2518, Severity.ERROR, 'Hash mismatch table {0}')

RESTORE_ELECTION_INCORRECT_PASSWORD = Message(2519, Severity.ERROR, 'Incorrect validation code entered')

RESTORE_ELECTION_MISSING_FILES = Message(2520, Severity.ERROR, 'Missing files {0}.')

Election upgrade messages

UPGRADE_ELECTION_TITLE = Message(2541, Severity.INFO, 'Upgrade Election Database')

UPGRADE_ELECTION_PROMPT = Message(2542, Severity.INFO, 'OK to upgrade the election database?')

UPGRADE_ELECTION_START = Message(2543, Severity.INFO, 'Upgrading Election')

UPGRADE_ELECTION_DONE = Message(2545, Severity.INFO, 'Upgrade election to version {0} done')

Error messages

ERROR_FIELD_EMPTY = Message(3001, Severity.ERROR, 'Field must not be empty')

ERROR_FIELD_TOO_SHORT = Message(3002, Severity.ERROR, 'Field must have at least {0} characters')

ERROR_FIELD_TOO_LONG = Message(3003, Severity.ERROR, 'Field must not more than {0} characters')

ERROR_DUPLICATE_VALUE = Message(3004, Severity.ERROR, 'Duplicate value {0}')

ERROR_FIELD_TOO_SMALL = Message(3005, Severity.ERROR, 'Field must be at least {0}')

ERROR_FIELD_TOO_BIG = Message(3006, Severity.ERROR, 'Field must not be more than {0}')

ERROR_FIELD_NOT_INT = Message(3007, Severity.ERROR, 'Field must be an integer')

ENTITY_TYPE_NOT_TYPE = Message(3008, Severity.ERROR, 'Entity is not a {0}')

ERROR_FIELD_INVALID_OR_EMPTY = Message(3009, Severity.ERROR, 'Field invalid value or empty, select a {0}')

ERROR_PASSWORDS_NOT_MATCH = Message(3010, Severity.ERROR, 'Passwords do not match')

ERROR_WILL_LOCK_OUT = Message(3011, Severity.ERROR, 'Cannot use ~{Role} {0}, no ~{User} will be able to edit ~{Users}')

ERROR_NEED_PERMISSIONS = Message(3012, Severity.ERROR, 'At least one Role must have {0} permissions')

ERROR_IMAGE_TOO_LARGE = Message(3013, Severity.ERROR, 'Image file is too large, maximum size is {0} kB')

ERROR_INVALID_IMAGE = Message(3014, Severity.ERROR, 'Invalid image file, only JPEG, PNG, and BMP allowed.')

ERROR_USER_NAME = Message(3015, Severity.ERROR, 'User name cannot contain @ character')

ERROR_PASSWORD_STRENGTH = Message(3016, Severity.ERROR, 'Password must be at least {0} characters long\nand contain characters from at least {1} groups\nof characters [a-z], [A-Z], [0-9], [~!@#$%^&*()_-+=]')

ERROR_PASSWORD_NAME = Message(3017, Severity.ERROR, 'Password and username cannot match.')

ERROR_PASSWORD_REUSED = Message(3018, Severity.ERROR, 'Cannot re-use one of your last {0} passwords')

ERROR_PASSWORD_COMPLEXITY_LENGTH = Message(3019, Severity.ERROR, 'Password length must be more than password complexity.')

ERROR_FONT_TOO_LARGE = Message(3020, Severity.ERROR, '~{Font} file is too large, maximum size is {0} kB')

ERROR_FONT_NAME = Message(3021, Severity.ERROR, '~{Font} name may only contain characters a-z A-Z 0-9 - _ or space.')

ERROR_FONT_CODE = Message(3022, Severity.ERROR, '~{Font} code may only contain characters a-z A-Z 0-9 - _ , or space.')

ERROR_IMAGE_NOT_IN_ELECTION = Message(3023, Severity.ERROR, 'Image "{0}" not in election. Use Image Manager to add images.')

ERROR_INVALID_DECRYPT_PASSWORD = Message(3024, Severity.ERROR, 'Invalid password could not decrypt file.')

ERROR_PASSWORD_LENGTH = Message(3025, Severity.ERROR, 'This password must be at least {0} characters long.')

ERROR_COUNTERGROUP_ABBR = Message(3026, Severity.ERROR, 'Uppercase letters (A-Z) and numbers only')

ERROR_JURISDICTION_NAME_EMPTY = Message(3027, Severity.ERROR, 'Jurisdiction Name field must not be empty')

ERROR_NAME_TOO_LONG = Message(3028, Severity.ERROR, 'Name "{0}" must be less than {1} characters.')

ERROR_ELECTION_BALLOT_CODE_EMPTY = Message(3029, Severity.ERROR, '~{Election Ballot Code} field must not be empty')

ERROR_INVALID_DATE = Message(3101, Severity.ERROR, 'Invalid date. Format is: yyyy-mm-dd')

ERROR_DATE_TOO_EARLY = Message(3102, Severity.ERROR, 'Date year must be > 1900')

ERROR_INTERNAL_ID_TOO_LARGE = Message(3103, Severity.ERROR, '{0} internal id too large.')

ERROR_NO_ENTITY_CANNOT_ADD = Message(3201, Severity.ERROR, 'No {0} exist, cannot add {1}')

ERROR_CYCLICAL_REFERENCE = Message(3202, Severity.ERROR, 'Cyclical reference in localization.')

ERROR_TOO_MANY_ENDORSEMENTS = Message(3301, Severity.ERROR, "Too many ~{Candidates} endorse by ~{VoterGroup} {0}")

ERROR_CHILD_VOTERGROUP_SELECT = Message(3302, Severity.ERROR, "Cannot save selected ~{Contests}, too many ~{Candidates} endorsed by ~{VoterGroup} {0}")

ERROR_PARENT_VOTERGROUP_SELECT = Message(3303, Severity.ERROR, 'Cannot select "{0}", too many ~{Candidates} endorsed by ~{VoterGroup} {1}')

ERROR_SELECT_ONE_OF = Message(3304, Severity.ERROR, 'You must select either {0} or {1}')

ERROR_ALREADY_ENDORSED = Message(3305, Severity.ERROR, '~{VoterGroup} {0} is already defined for the ~{Contest}')

ERROR_CANDIDATE_ENDORSEMENT = Message(3306, Severity.ERROR, '~{CandidateType} {0} cannot be endorsed by partisan ~{VoterGroups}.')

ERROR_HEADER_TO_CONTEST_BLANK = Message(3401, Severity.ERROR, '~{To Contest} must be defined if ~{From Contest} defined')

ERROR_HEADER_FROM_CONTEST_BLANK = Message(3402, Severity.ERROR, '~{From Contest} must be defined if ~{To Contest} defined')

ERROR_HEADER_TO_CONTEST_ORDER = Message(3403, Severity.ERROR, '~{To Contest} must have a sequence number greater than the ~{From Contest}')

ERROR_CONTESTS_NO_VOTERGROUP = Message(3404, Severity.ERROR, 'All ~{Contests} must be linked to at least one ~{VoterGroup}')

ERROR_CONTEST_ENDORSE = Message(3405, Severity.ERROR, 'Some ~{Contests} are only endorsed by this ~{VoterGroup},\ntherefore cannot un-check ~{endorse_contests}')

ERROR_OVERLAP_VOTE_POSITION = Message(3406, Severity.ERROR, 'Cannot save. Overlapping voting position side:{0}, row:{1}, column:{2}')

ERROR_CANNOT_LOCK_SELF = Message(3407, Severity.ERROR, 'Cannot lock your own account.')

ERROR_INVALID_MACROS = Message(3408, Severity.ERROR, 'Invalid ballot macros {0}.')

ERROR_INVALID_DEVICEMESSAGE_MACROS = Message(3409, Severity.ERROR, 'Invalid ballot macros in ~{DeviceMessages}: {0}.')

ERROR_PARTISAN_OR_NONPARTIAN_ONLY = Message(3510, Severity.ERROR, 'Select either Nonpartisan or Partisan ~{VoterGroups}.')

ERROR_VOTERGROUP_NOT_IN_PREFERENCE = Message(3511, Severity.ERROR, 'No selected ~{VoterGroup} in the {0} ~{Contest}.')

ERROR_PRIMARY_PREFERENCE_ENDORSEMENT = Message(3513, Severity.ERROR, '~{Primary Preference} ~{Contest} cannot be endorsed by partisan ~{VoterGroups}.')

ERROR_CONTROLLING_SEQUENCE = Message(3514, Severity.ERROR, 'The ~{sort_seq} must be greater than the controlling\n~{Contest} "{0}" which controls it ({1}).')

ERROR_CONTROLLED_SEQUENCE = Message(3515, Severity.ERROR, 'The ~{sort_seq} must be less than the ~{sort_seq}\nof the ~{Contests} controlled by this ~{Contest} ({1}).')

General messages

GENERIC_EXCEPTION = Message(0001, Severity.EXCEPTION, 'Exception: {0} when {1} {2}: {3}')

UPGRADE_SYSTEM_DATABASE = Message(0002, Severity.INFO, 'Upgrade System database to version {0}, software version {1}')

ELECTION_NEEDS_UPGRADING = Message(0003, Severity.INFO, 'Election needs to be upgraded before it can be accessed.')

ACCESS_URL = Message(0004, Severity.INFO, 'Access url "{0}"')

USER_DATA_ERROR = Message(0005, Severity.ERROR, "User input error: {0}")

USER_CONFIRMATION = Message(0006, Severity.INFO, "User confirmation: {0}")

SOFTWARE_NEEDS_UPGRADING = Message(0007, Severity.ERROR, 'Need a newer version of ClearDesign to access this Election.')

GENERIC_MESSAGE = Message(8, Severity.INFO, "{0}")

LOG_PROMPT = Message(1500, Severity.INFO, 'User prompted; {0} - {1}')

PRINT_REPORT = Message(2100, Severity.INFO, 'Printed report {0} format {1}')

NO_CANDIDATE_FILED = Message(5001, Severity.TRACING, 'No ~{Candidate} Filed')

TO_WRITE_IN = Message(5002, Severity.TRACING, 'Write-In')

SUB_DIVISION = Message(5003, Severity.TRACING, 'SUBDIVISION')

TO_VOTE_FOR = Message(5004, Severity.TRACING, '<p class="sub-header-5">Vote for {0}</p>')

YES_RESULT = Message(5005, Severity.TRACING, 'Results of a YES vote:')

NO_RESULT = Message(5006, Severity.TRACING, 'Results of a NO vote:')

IMPORT_STRONG = Message(5007, Severity.TRACING, 'Amends Constitution')

UNLINK_CONTEST_DISTRICT = Message(4022, Severity.WARNING, '- Unlink {0} ~{Contests} from their ~{District}')

REMOVE_CONTEST_ENDORSEMENTS = Message(4027, Severity.WARNING, '- Remove ~{VoterGroup} {0} endorsements from some ~{Contests}')

WARNING_CARDS_LAID_OUT = Message(4101, Severity.WARNING, 'Warning: Cards already laid out')

WARNING_MEDIA_CREATED = Message(4102, Severity.WARNING, 'Warning: BDF/ADF files already created')

WARNING_DUPLICATE_FIELD = Message(4104, Severity.WARNING, 'Warning: Duplicate field in: {0}')

UNDETERMINED_PARTY = Message(5008, Severity.TRACING, 'Undetermined')

COMBINED_PARTY = Message(5009, Severity.TRACING, 'Combined Party Card')

NO_CARD_PARTY = Message(5010, Severity.TRACING, 'Registrants Without a Card')

Import, general messages

IMPORT_ERROR = Message(2560, Severity.ERROR, 'File {0}, Line {1}: {2}')

IMPORT_NO_ENTITY = Message(2561, Severity.ERROR, 'File {0}, Line {1}: Cannot find {2} with import ID {3}')

IMPORT_BAD_VALUE = Message(2562, Severity.ERROR, 'File {0}, Line {1}: Invalid value {2} for field {3} should be {4}')

IMPORT_VALUE_TOO_BIG = Message(2563, Severity.ERROR, 'File {0}, Line {1}: Invalid value {2} for field {3}, it must not be more than {4}')

IMPORT_DUPLICATE = Message(2564, Severity.ERROR, 'File {0}, Line {1}: Duplicate record {2}')

IMPORT_MISSING_COLUMN = Message(2565, Severity.ERROR, 'File {0}: Missing column {1}')

IMPORT_ERRORS = Message(2566, Severity.ERROR, 'Error: ~{Election} import fail with {0} errors:\n {1}')

IMPORT_MISSING_DATA = Message(2567, Severity.ERROR, 'File {0}, Line {1}: Only has {2} fields need {3}')

IMPORT_WARNINGS = Message(2568, Severity.WARNING, 'Warning: ~{Election} import succeeded, but with {0} warnings:\n{1}')

IMPORT_INCOMPLETE_OFFICE = Message(2569, Severity.ERROR, 'File {0}: missing {2} data for {3}')

IMPORT_CARD_LAYOUTS_PROGRESS = Message(2660, Severity.INFO, 'Importing cards for split {0}')

IMPORT_CARD_LAYOUTS_DONE = Message(2661, Severity.INFO, 'Imported card layouts')

IMPORT_SPLIT_NO_DISTRICT = Message(4200, Severity.ERROR, 'File {0}: ~{Split} {2} has no ~ {District}')

IMPORT_SPLIT_NO_CONTEST = Message(4201, Severity.ERROR, '~{Split} {0} has no ~{Contests}')

Invalidating message

INVALIDATING_BALL0T_GROUPS = Message(2701, Severity.INFO, 'Invalidating ~{BallotGroups} for {0}: {1}')

INVALIDATING_BALLOT_STYLES = Message(2702, Severity.INFO, 'Invalidating ~{BallotStyles} for {0}: {1}')

INVALIDATING_CARD_STYLES = Message(2703, Severity.INFO, 'Invalidating ~{CardStyles} for {0}: {1}')

INVALIDATED_BALLOT_STYLES = Message(2704, Severity.INFO, 'Invalidated {0} ~{BallotStyles}')

INVALIDATED_CARD_STYLES = Message(2705, Severity.INFO, 'Invalidated {0} ~{CardStyles}')

INVALIDATED_MEDIA = Message(2706, Severity.INFO, 'Invalidated {0} ~{DeviceTypes}')

INVALIDATE_BALLOT_STYLES = Message(4020, Severity.WARNING, '- Invalidate some ~{BallotStyles}')

INVALIDATE_CARD_STYLES = Message(4021, Severity.WARNING, '- Invalidate some ~{CardStyles}')

INVALIDATE_MEDIA = Message(4024, Severity.WARNING, '- Invalidate some election media')

Language audio export messages

EXPORT_LANGUAGEAUDIO_TITLE = Message(2881, Severity.INFO, 'Export ~{Language} Audio Files')

EXPORT_LANGUAGEAUDIO_PROMPT = Message(2882, Severity.INFO, 'OK to Export ~{Language} Audio Files?')

EXPORT_LANGUAGEAUDIO_PROCESS_FILE = Message(2883, Severity.TRACING, 'Processing: {0}')

EXPORT_LANGUAGEAUDIO_DONE = Message(2884, Severity.INFO, 'Exported ~{Language} Audio Files')

EXPORT_LANGUAGEAUDIO_INCLUDE_ERROR = Message(2885, Severity.ERROR, 'At least one "Include" must be selected')

Language audio import messages

IMPORT_LANGUAGEAUDIO_TITLE = Message(2861, Severity.INFO, 'Import ~{Language} Audio Files')

IMPORT_LANGUAGEAUDIO_PROMPT = Message(2862, Severity.INFO, 'Select the file to import')

IMPORT_LANGUAGEAUDIO_PROCESS_FILE = Message(2863, Severity.TRACING, 'Processing: {0}')

IMPORT_LANGUAGEAUDIO_DONE = Message(2864, Severity.INFO, 'Imported {0} ~{Languages}')

IMPORT_LANGUAGEAUDIO_NO_FILE_SELECTED = Message(2865, Severity.ERROR, 'You must select a file to restore')

IMPORT_LANGUAGEAUDIO_INVALID_FILE = Message(2866, Severity.ERROR, 'Invalid or corrupt import file {0}.\nReason: {1}')

IMPORT_LANGUAGEAUDIO_MISSING_FIELD = Message(2867, Severity.ERROR, 'Require import field {0} is missing')

IMPORT_LANGUAGEAUDIO_ERRORS = Message(2868, Severity.ERROR, 'Error: ~{Language} Audio import fail with {0} errors:\n{1}')

IMPORT_LANGUAGEAUDIO = Message(2869, Severity.INFO, 'Imported Audio for ~{Language} {0}')

IMPORT_LANGUAGEAUDIO_MISSING_FILE = Message(2870, Severity.ERROR, 'File {0}, Line {1}: Import Audio missing file {2}')

IMPORT_LANGUAGEAUDIO_INVALID_AUDIO_FILE = Message(2871, Severity.ERROR, 'File {0}, Line {1}: Invalid audio file {2}')

Language text export messages

EXPORT_LANGUAGETEXT_TITLE = Message(2811, Severity.INFO, 'Export ~{Language} Text Files')

EXPORT_LANGUAGETEXT_PROMPT = Message(2812, Severity.INFO, 'OK to Export ~{Language} Text Files?')

EXPORT_LANGUAGETEXT_PROCESS_FILE = Message(2813, Severity.TRACING, 'Processing: {0}')

EXPORT_LANGUAGETEXT_DONE = Message(2814, Severity.INFO, 'Exported ~{Language} Text Files')

EXPORT_LANGUAGETEXT_INCLUDE_ERROR = Message(2815, Severity.INFO, 'At least one "Include" must be selected')

Language text import messages

IMPORT_LANGUAGETEXT_TITLE = Message(2801, Severity.INFO, 'Import ~{Language} Text Files')

IMPORT_LANGUAGETEXT_PROMPT = Message(2802, Severity.INFO, 'Select the file to import')

IMPORT_LANGUAGETEXT_PROCESS_FILE = Message(2803, Severity.TRACING, 'Processing: {0}')

IMPORT_LANGUAGETEXT_DONE = Message(2804, Severity.INFO, 'Imported {0} ~{Languages}')

IMPORT_LANGUAGETEXT_NO_FILE_SELECTED = Message(2805, Severity.ERROR, 'You must select a file to restore')

IMPORT_LANGUAGETEXT_INVALID_FILE = Message(2806, Severity.ERROR, 'Invalid or corrupt import file {0}.\nReason: {1}')

IMPORT_LANGUAGETEXT_MISSING_FIELD = Message(2807, Severity.ERROR, 'Require import field {0} is missing')

IMPORT_LANGUAGETEXT_ERRORS = Message(2808, Severity.ERROR, 'Error: ~{Language} import fail with {0} errors:\n{1}')

IMPORT_LANGUAGETEXT = Message(2809, Severity.INFO, 'Imported text for ~{Language} {0}')

IMPORT_LANGUAGETEXT_INVALIDATE_CARDS = Message(2810, Severity.TRACING, 'Invalidate affected ~{CardStyles}')

Layout messages

LAYOUT_CARD_STYLES_TITLE = Message(2621, Severity.INFO, 'Layout ~{CardStyles}')

LAYOUT_CARD_STYLES_PROMPT = Message(2622, Severity.INFO, 'OK to layout ~{CardStyles}?')

LAYOUT_CARD_STYLES_START = Message(2623, Severity.TRACING, 'Initializing ~{CardStyle} layout')

LAYOUT_CARD_STYLES_DONE = Message(2624, Severity.INFO, 'Laid out {0} ~{BallotStyles} for a total of {1} ~{CardStyles}')

LAYOUT_CARD_STYLES_ALLDONE = Message(2625, Severity.INFO, 'All ~{CardStyles} already laid out.')

LAYOUT_CARD_STYLES_NOBALLOTS = Message(2626, Severity.ERROR, '~{BallotStyles} must be generated before ~{Cards} can be laid out.')

LAYOUT_CARD_STYLES_NOTALL = Message(2627, Severity.WARNING, 'Warning: Not all ~{BallotStyles} are generated.')

LAYOUT_CARD_EMPTY_SPLITS = Message(2628, Severity.WARNING, 'Warning: Some ~{Splits} have no ~{Contests}. No ~{Cards} will be created for them')

Password and login messages

SET_SYSTEM_PASSWORD_TITLE = Message(0100, Severity.INFO, 'Set System Password')

SAVE_SYSTEM_PASSWORD = Message(0101, Severity.INFO, 'Saving System Password')

SYSTEM_PASSWORD_MISMATCH = Message(0102, Severity.ERROR, 'Passwords do not match')

SYSTEM_PASSWORD_SAVED = Message(0103, Severity.INFO, 'The system password has been set')

AUTHENTICATION_FAILED = Message(1000, Severity.ERROR, 'Authentication Failed. Re-enter your username and password.')

LOGIN_SUCCESS = Message(1001, Severity.INFO, 'User {0} logged in.')

LOGIN_FAIL = Message(1002, Severity.ERROR, 'User {0} failed to logged in.')

LOGOUT = Message(1003, Severity.INFO, 'User {0} logged out')

BACKGROUND_LOGIN = Message(1004, Severity.INFO, 'Background task with ID {0} logged in as user {1}')

SESSION_TIMEOUT = Message(1005, Severity.WARNING, 'Session timed out.')

REDIRECT_TO_LOGIN = Message(1006, Severity.WARNING, 'Redirect to /login from {0}')

BACKGROUND_TIMEOUT = Message(1007, Severity.ERROR, 'Background task {0} timed out.')

USER_LOCKED = Message(1008, Severity.WARNING, 'User account {0} locked, contact administrator.')

PASSWORD_EXPIRED = Message(1009, Severity.WARNING, 'Your password has expired. You must create a new password and then re-login.')

PASSWORD_NOT_SET = Message(1010, Severity.WARNING, 'Your password has not been set. You must create a new password and then re-login.')

USER_UNLOCKED = Message(1011, Severity.INFO, 'User account {0} un-locked.')

CERTIFICATE_EXPIRING = Message(1013, Severity.WARNING, 'Your ClearDesign digital certificate will expire in {0} days. Please ask your administrator to generate a new certificate. Instructions for generating and installing digital certificates are in the ClearDesign Installation Guide.')

BACKGROUND_INVALID_ID = Message(1014, Severity.ERROR, 'Background task request has invalid job_id {0}')

BACKGROUND_INVALID_IP = Message(1015, Severity.ERROR, 'Background task request from invalid IP {0}')

DOWNLOAD_PASSWORD_RECOVERY_TITLE = Message(2900, Severity.INFO, 'Generate Password Recovery File')

DOWNLOAD_PASSWORD_RECOVERY_DIRECTIONS = Message(2901, Severity.INFO, 'Select OK to download the password recovery file, which will invalidate any previously generated recovery files. Your password recovery file can be used to reset your password at any time, and it should be stored in a secure offline location.')

DOWNLOAD_PASSWORD_RECOVERY_DONE = Message(2902, Severity.INFO, 'Password recovery file created.')

PASSWORD_RECOVERY_DIRECTIONS = Message(2903, Severity.INFO, 'Reset your password by supplying your password recovery file below.')

PASSWORD_RECOVERY_WRONG_FILE = Message(2904, Severity.ERROR, 'This password recovery file is invalid')

PASSWORD_RECOVERY_NOT_GENERATED = Message(2905, Severity.ERROR, 'No password recovery file has been generated for this user')

RESETTING_PASSWORD_REDIRECT = Message(2906, Severity.INFO, 'Redirect to logout due to password reset in progress')

PASSWORD_RECOVERY_OPTION = Message(2907, Severity.INFO, 'Forgot your password?')

PASSWORD_RECOVERY_STARTING = Message(2908, Severity.INFO, 'Attempting password recovery with recovery file')

Print Cards

PRINT_CARDS_TITLE = Message(2631, Severity.INFO, 'Print ~{Cards}')

PRINT_CARDS_PROMPT = Message(2632, Severity.INFO, 'OK to print the ~{Cards}?')

PRINT_CARDS_START = Message(2633, Severity.INFO, 'Printing ~{Cards}')

PRINT_CARDS_SPLITS_DONE = Message(2635, Severity.INFO, 'Printed {0} ~{Cards} (by ~{Split})')

PRINT_CARDS_DONE = Message(2636, Severity.INFO, 'Printed {0} ~{Cards} (by ~{Cards})')

PRINT_CARDS_STYLES_DONE = Message(2637, Severity.INFO, 'Printed {0} ~{CardStyles}')

PRINT_CARDS_NOCARDS = Message(2638, Severity.ERROR, '~{Cards} must be laid out before printing.')

PRINT_CARDS_NOTALL = Message(2639, Severity.WARNING, 'Warning: Not all ~{Cards} are laid out')

PRINT_CARDS_SPLIT = Message(2640, Severity.INFO, 'For each ~{Split}')

PRINT_CARDS_PRECINCT = Message(2641, Severity.INFO, 'For each ~{Precinct}')

PRINT_CARDS_CARD = Message(2642, Severity.INFO, 'For each ~{Card} - for proofing only')

PRINT_CARDS_CARDSTYLE = Message(2643, Severity.INFO, 'For each ~{CardStyle} - for proofing only')

PRINT_CARDS_SHOWPROOFMARK = Message(2644, Severity.INFO, 'Show Proof Mark')

PRINT_CARDS_PROOFMARK = Message(2645, Severity.INFO, 'Proof Mark')

INCLUDE_BACKUP = Message(2646, Severity.INFO, 'Include Election Backup')

PRINT_CARD_EMPTY_SPLITS = Message(2647, Severity.WARNING, 'Warning: Some ~{Splits} have no ~{Contests}. No ~{Cards} will be printed for them')

PRINT_CARD_NO_BDF = Message(2648, Severity.WARNING, 'Warning: The BDF cannot be created because either the ~{PrintScanner} ~{DeviceType} is not fully configured, or no ~{PaperScanner} ~{VoteCenters} are defined.')

PRINT_STUB = Message(2649, Severity.INFO, 'Print Stubs')

ALL_LANGUAGES = Message(2650, Severity.INFO, 'All Languages')

PRINT_SERIAL_NUMBER = Message(2651, Severity.INFO, 'Show Serial Number')

Reset messages

RESET_BALLOT_STYLES_TITLE = Message(2611, Severity.INFO, 'Reset ~{BallotStyles}')

RESET_BALLOT_STYLES_PROMPT = Message(2612, Severity.INFO, 'OK to reset ~{BallotStyles}?')

RESET_BALLOT_STYLES_START = Message(2613, Severity.INFO, 'Resetting ~{BallotStyles}')

RESET_BALLOT_STYLES_DONE = Message(2614, Severity.INFO, 'Reset {0} ~{BallotStyles}')

RESET_BALLOTS = Message(2615, Severity.INFO, 'Reset all ~{Ballots} and ~{Cards}?')

RESET_CARDS = Message(2616, Severity.INFO, 'Reset all ~{Cards} only?')

RESET_CARD_IDS = Message(2617, Severity.INFO, 'Also reset ~{Cards} IDs?')

RESET_CARD_STYLES_DONE = Message(2618, Severity.INFO, 'Reset {0} ~{CardStyles}')

RESET_CARD_IDS_DONE = Message(2619, Severity.INFO, 'Reset ~{Card} IDs')

RESET_ELECTION_BALLOT_CODE = Message(2620, Severity.INFO, 'Reset ~(ElectionBallotCode}')

RESET_DEVICEMESSAGES_TITLE = Message(2820, Severity.INFO, 'Reset ~{DeviceMessages}')

RESET_DEVICEMESSAGES_PROMPT = Message(2821, Severity.WARNING, 'Warning: This will reset the ~{DeviceMessages} for {0}.\n\nOK to reset the ~{DeviceMessages}?')

RESET_ALL_DEVICEMESSAGES_PROMPT = Message(2822, Severity.WARNING, 'Warning: This will reset the ~{DeviceMessages} for all ~{Languages}.\n\nOK to reset the ~{DeviceMessages}?')

RESET_DEVICEMESSAGES_PROCESS_FILE = Message(2823, Severity.TRACING, 'Processing: {0}')

RESET_DEVICEMESSAGES_DONE = Message(2824, Severity.INFO, '~{DeviceMessages} reset')

IMPORT_LANGUAGETEXT_DEVICEMSG_ONLY = Message(2825, Severity.WARNING, 'Warning: ~{ElectionState} set to {0}, importing ~{DeviceMessages} text only')

RESET_LOCALIZATION_TITLE = Message(2830, Severity.INFO, 'Reset ~{Localization}')

RESET_LOCALIZATION_PROMPT = Message(2831, Severity.WARNING, 'Warning: This will reset the all the ~{Localization}.\n\nOK to reset the ~{Localization}?')

RESET_LOCALIZATION_PROCESS_FILE = Message(2832, Severity.TRACING, 'Processing: {0}')

RESET_LOCALIZATION_DONE = Message(2833, Severity.INFO, '~{Localization} reset')

Votercount, export

EXPORT_VOTERCOUNT_TITLE = Message(2580, Severity.INFO, 'Export ~{VoterCounts}')

EXPORT_VOTERCOUNT_PROMPT = Message(2581, Severity.INFO, 'OK to export ~{VoterCounts}?')

EXPORT_VOTERCOUNT_PROCESS_LINE = Message(282, Severity.TRACING, 'Processing line: {0}')

EXPORT_VOTERCOUNT_DONE = Message(2583, Severity.INFO, 'Exported {0} ~{VoterCount} records')

Votercount, import

IMPORT_VOTERCOUNT_TITLE = Message(2570, Severity.INFO, 'Import ~{VoterCounts}')

IMPORT_VOTERCOUNT_PROMPT = Message(2571, Severity.INFO, 'Select the ~{VoterCounts} file to import')

IMPORT_VOTERCOUNT_PROCESS_LINE = Message(2572, Severity.TRACING, 'Processing line: {0}')

IMPORT_VOTERCOUNT_DONE = Message(2573, Severity.INFO, 'Imported {0} ~{VoterCount} records')

IMPORT_VOTERCOUNT_NO_FILE_SELECTED = Message(2574, Severity.ERROR, 'You must select a file to import')

IMPORT_VOTERCOUNT_TRACK = Message(2575, Severity.ERROR, '~{VoterGroup} {0} not set to track registration')

IMPORT_VOTERCOUNT_ERRORS = Message(2576, Severity.ERROR, 'Error: ~{VoterCount} import fail with {0} errors:\n{1}')

IMPORT_VOTERCOUNT_UNTRACKED = Message(2577, Severity.INFO, 'Add untracked ~{VoterGroup} totals to the {0} total')

IMPORT_VOTERCOUNT_MISSING_VOTERGROUP = Message(2578, Severity.ERROR, 'File {0}: A PartyID column must be present because there is not exactly one ~{VoterGroup} tracking registrations.')

IMPORT_VOTERCOUNT_BAD_NUM_OF_COLUMNS = Message(2579, Severity.ERROR, 'File {0}: This file has the wrong number of columns.')

Writein candidates

DELETE_WRITEIN_CANDIDATES = Message(4025, Severity.WARNING, '- Delete {0} ~{Write-in} ~{Candidates}')

ADD_WRITEIN_CANDIDATES = Message(4026, Severity.WARNING, '- Add {0} ~{Write-in} ~{Candidates}')