

Localization of Windows based software applications

The following instruction is a short description for the localization of software applications (program files like EXE, DLL, OCX - 16bit / 32bit) with *Visual Localize* into any desired national language.

Necessary setting in your OS (Windows XP):

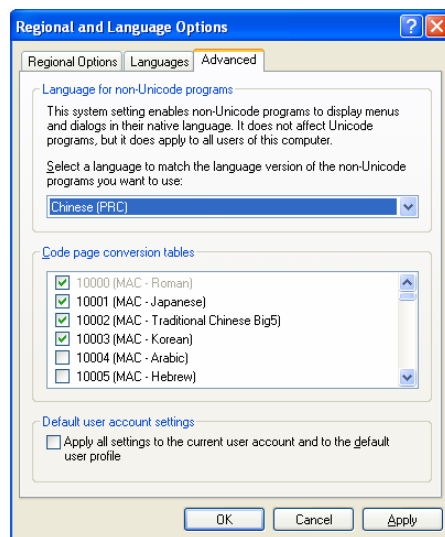
Because of the fact that all dialogs and menus in *Visual Localize* will be created from your operating system and not within a Unicode preview, it is necessary to define the target language as default language from your OS. (See also <http://support.microsoft.com/default.aspx?scid=kb;EN-US;292246>)

Windows XP:

Start > Settings> Control Panel > Regional and Language Options

In the dialog "Regional and Language Options" please select the third tab called "Advanced".

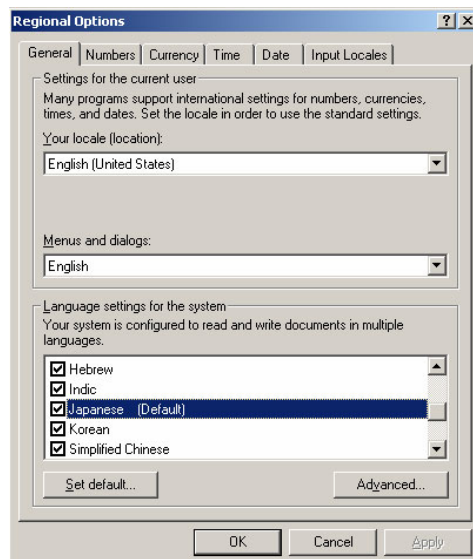
In the combo box "Language for non-Unicode programs" please select your desired target language for translation. (See screenshot below.)



Windows 2000:

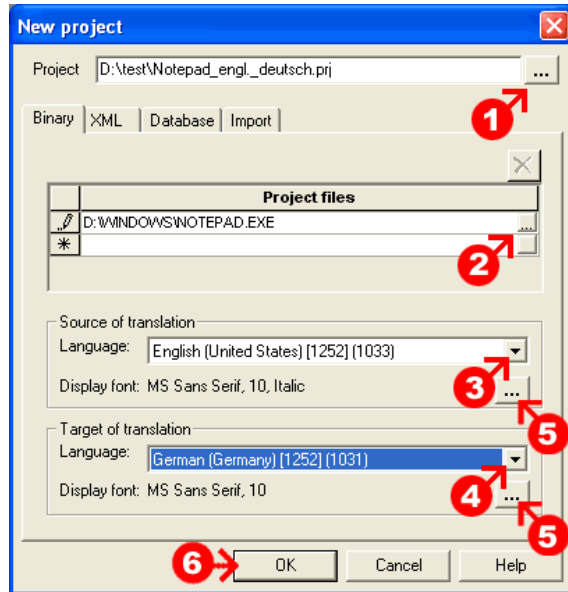
Start > Settings> Control Panel > Regional Options

In the dialog „Regional Options“ (Tab „General“ > „Language settings for the system“) please select your desired target language by setting a check mark in the check box. Then select the target language and set this language as „Default“ by clicking on the button „Set default...“. (After installing the selected language your operating system must be rebooted.)

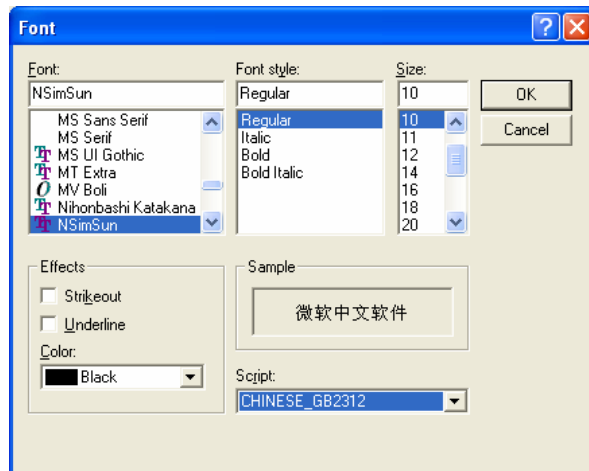


Step 1/5: Creation of a localization project

Please select the item "New project..." from the Visual Localize "File" menu. The dialog "New project" will be opened. (See below).



1. Please select a file path and enter a project name (e.g. D:\Test\notepad_engl_deutsch.prj").
2. Add all application modules (EXE, DLL, OCX) to your localization project (e.g. D:\Windows\notepad.exe)
3. Please select the language of your source files
e.g. English (United States) [1252] (1033).
4. Please select the desired target language for your files
e.g. German (Germany) [1252] (1031).
NOTE: The possible source and target-language depends on the installed language packages and the available languages of your operating system.
(More information at <http://support.microsoft.com/default.aspx?scid=kb;EN-US;292246>)
5. Please click on the button „..." in order to select a compatible font / character set for your source or target language.
NOTE: For the translation of your software into an doubly-byte language the font's „Script" for your target language must be set to the desired target language. This step is necessary to display all characters properly on your dialogs and menus. (See screenshot below):

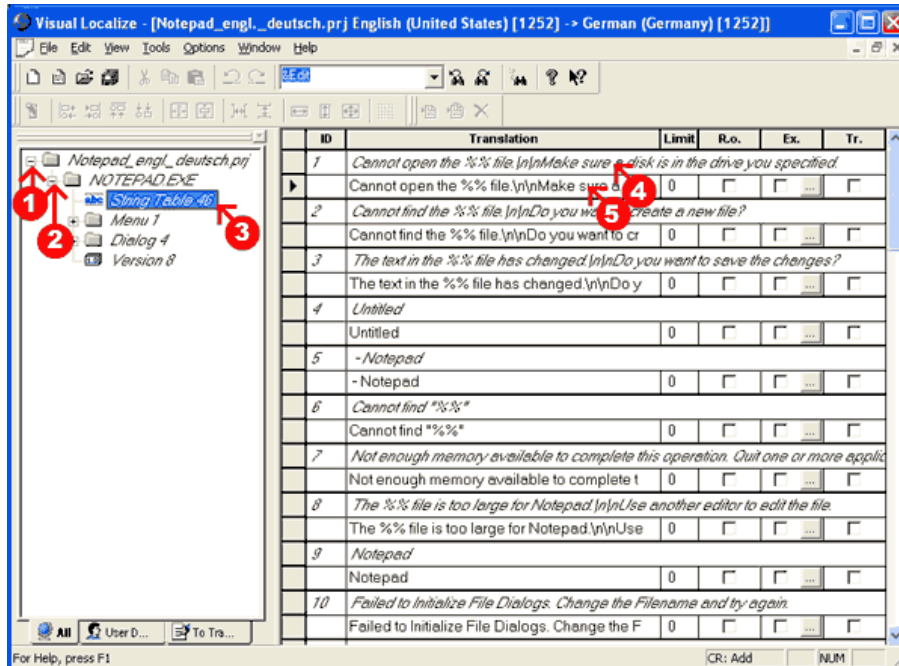


Confirm your entries by clicking on the "OK" button.



6. Please click on the button "OK" in order to create your localization project

Step 2/5: Translation of the String table – resource



1. Open your project file by clicking on the "+" folder symbol. All program modules (EXE, DLL, OCX) of your localization project file will then be displayed.
2. Open the first program module (e.g. Notepad.exe) to be translated by clicking on the "+" symbol. All types of resources (string table, menus, dialogs) which are part of the module will then be displayed.
3. Select the first resource (e.g. String Table) which has to be translated. All language dependant phrases which are placed in this resource will be displayed in the translation window on the right.
4. Each upper row of the translation table contains the source phrase.
5. Each row below the source row contains the target phrase with additional status information (e.g. Limit, R.O.....).

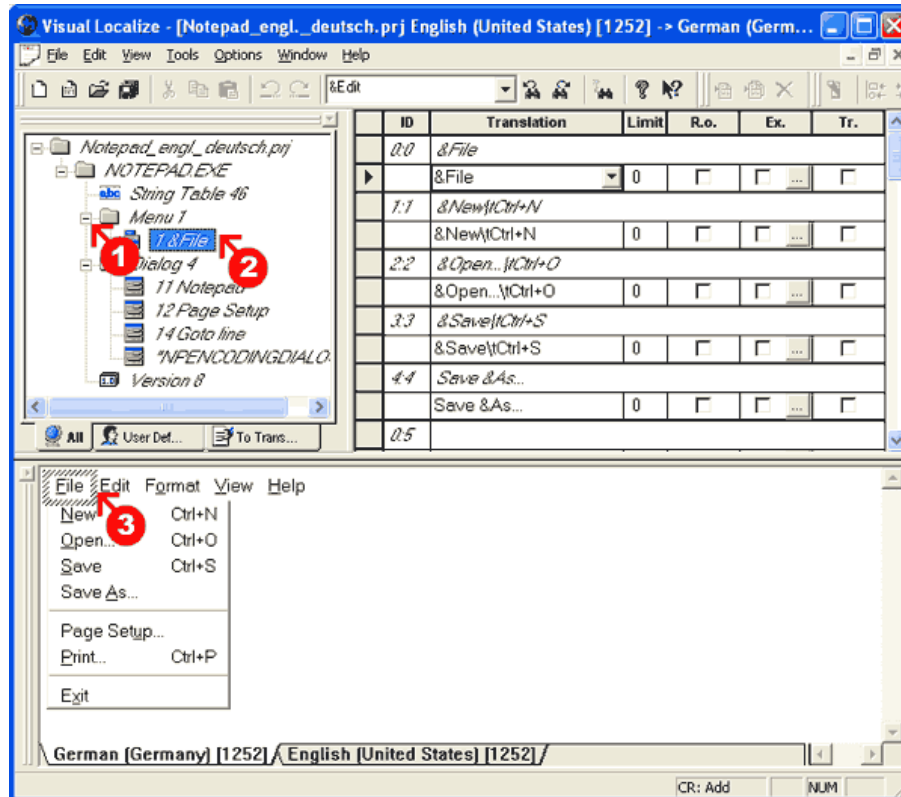
ENTRY OF A TRANSLATION: Please click into the lower row of the translation table (5) and translate the corresponding source phrase (4) in the upper row. Confirm your translation by pressing the "Return" key on your keyboard. *Visual Localize* will automatically jump to the next pair of phrases. Your already translated phrases will be marked with a tick in the status column "Tr."

If an already translated phrase is multi-used in your localization project, your default translation of this source phrase is reused for the translation of all other source phrases which are equal to the first translated source.

DEFINITION OF AN EXCEPTION: If it is necessary to define an exception for a special translation of a phrase please click into the translation row (5) and open the combo box which appears (by clicking on the "arrow down" button). A gray colored table containing all possible translations (for the selected source phrase) will be opened. Please select the item (*New translation*) from the combo box and overwrite it with your desired exception. All exceptions in your project will be marked in the status column "Ex."

NOTE: Program variables or place holders (e.g. \n, \r, \t, \a, %, %s, %%, &, ...) do not have to be deleted. You will find more detailed information in the manual on your *Visual Localize* installation CD.

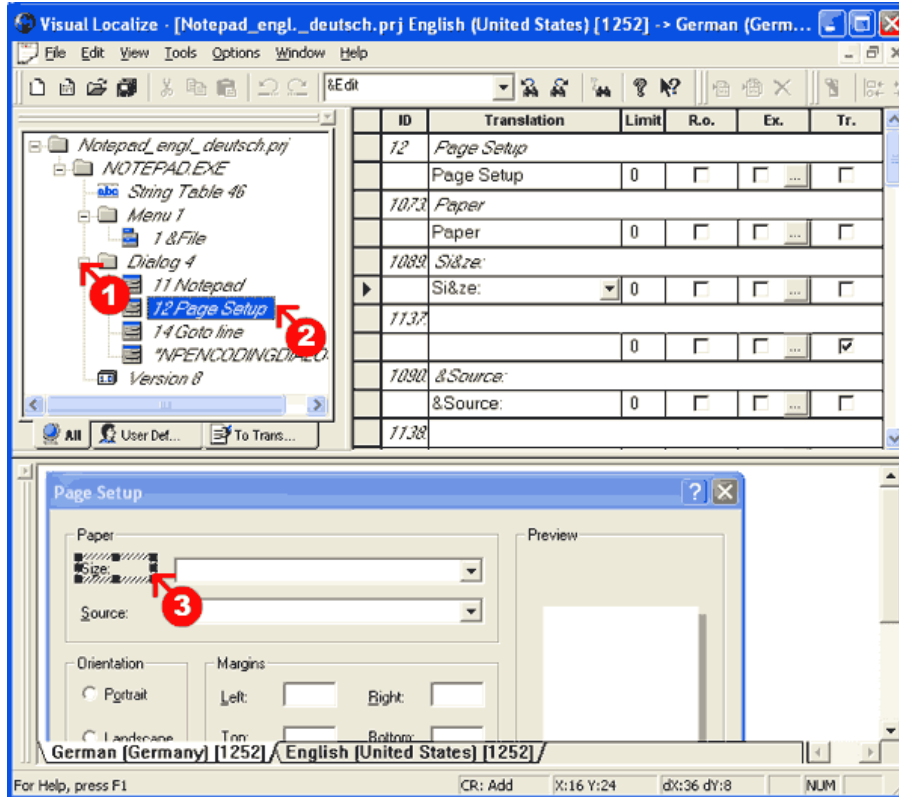
Step 3/5: Translation of menu – resources



1. Open the menu folder by clicking on the "+" symbol. All menus of the selected program module will then be displayed.
2. Please select the first menu from the program module in the project tree (here: "1 &File"). *Visual Localize* will display the selected menu in the resource window (3) at the bottom of your screen.
3. Start your translation of each menu item (described in step 2). *Visual Localize* will show you your translation in real-time in the resource window (3).

NOTE: The ampersand character "&" defines the keyboard accelerator within a menu and has to be used for each alphabetic character only once. If an accelerator is used twice for the same character, each menu item is bordered with a red line and has to be changed.
The "HOT Key"-character (e.g. Ctrl + N) does not have to be changed as *Visual Localize* cannot modify the application logic of the software.

Step 4/5: Translation of dialog – resources



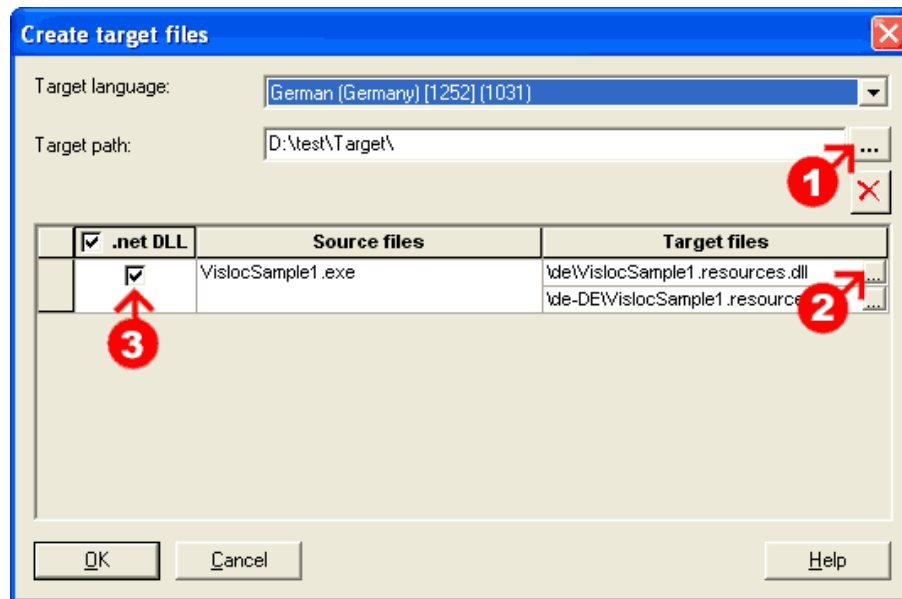
1. Open the dialog folder by clicking on the "+" symbol. All dialogs of the selected program module will then be displayed.
2. Please select a program dialog from the opened project tree to be translated (here: "12 Page Setup"). Visual Localize will display the selected dialog in the resource window at the bottom of your screen.
3. Start your translation of each control element (e.g. textfields, comboboxes, input fields,...) described in Step 2. Visual Localize will show you your translation in real-time in the resource window. For the adaptation of a control element's size and position (and the dialog itself) please click on a control element (3). By changing the control element's mask on its vertices, the size can be adapted.

Every control element and the dialog itself can be adapted in their size and position in order to modify the layout of the target files. Due to the increase or decrease of the text length it is necessary to check each control element for its layout. Sometimes it is necessary to adapt the control element to the target layout.

NOTE: Different layout check functions can help you at this task. You will find detailed information in your manual on the installation CD.

Step 5/5: Generation of (localized) target files

After the translation of all resources in your localization project, please select "File" from the *Visual Localize* menu. With the menu item "Create Target Files..." the dialog for the creation of your translated target files will be opened (see below).



1. Please select a file path for your translated and adapted program modules (e.g. D:\test\target\Notepad.exe).
2. If necessary change the names of your target files.
3. For the creation of .NET satellite assemblies (*.resources.dll) please click on the ".net DLL" checkbox. This checkbox is deactivated for all files (normal Windows 16bit and 32bit files) which are not based on the MS .NET Framework. The filename and target path will be automatically adjusted for the .NET satellite assemblies.

Start the creation process of your localized files by clicking on the "OK" button.